Alexander **Goddijn**

Physics · Computer Science · Engineering

(+49) 176 7675 2751 | alex.goddijn@gmail.com | www.agoddijn.com | agoddijn | agoddijn

Skills

Software	C/C++, HTML5/CSS, Javascript/Typescript, git, Java, ROS, Node, Express, Angular, React, Linux, Assembly, Julia, Python, Kotlin, Spring, AWS, Docker, SQS, Kinesis, Microservice architecture, Functional programming
Physics	Classical Mechanics, Thermodynamics, Quantum Mechanics, General Relativity, Electromagnetism, Control Theory
Languages	French, Dutch, English (all fluent)

Experience

N26 Backend Software Engineer and Product Manager — *Jun. 2018 - Present* *Berlin, Germany*

- Planned sprints, coordinated and implemented the launch of new card colours, and became primary point of contact for our card issuing provider as internal PO / engineer of the Card Lifecycle team
- Helped in the design, planning, implementation, and migration (from legacy system) of the microservice responsible for card lifecycle management
- Ran sprints, plannings, reviews, and retros as PO of the Bank Core team responsible for core payment services including SEPA

Autonomos Software Engineer — *May. 2017 - Aug. 2017* *Berlin, Germany*

- Worked as part of a team implementing a full stack autonomous driving solution
- Wrote object visualisation plugins for rViz which sped up testing and aleviated frustration
- Researched the feasibility of integrating certain computer vision algorithms into the perception pipeline
- Wrote a proof of concept for processing and extracting obstacles from stereo data

Axiom Zen / Routific Software Engineer — *Jan. 2014 - Apr. 2014* *Vancouver Canada*

- Had a role helping a startup as a general software engineer. Loose structure meant taking on lots of high level responsibilities
- Did front end design for website application using industry standard technologies (MEAN stack)
- Created automation tools (in Python) for setting up email templates and estimating traffic time which sped up map making

TomTom Software Engineer and Product Manager — *May. 2013 - Sept. 2013* *Amsterdam, Netherlands*

- Assisted in the implementation of several algorithms, and helped initiate the design process for a new wearable fitness product
- Implemented clustering algortihm (k-means) to find common destinations
- Created a design proposal for wearable fitness tracker

Technical Projects

Uniserve Group Project — *Jan. 2018 - Apr. 2018* *Vancouver, Canada*

- Created a full stack solution for Uniserve customers to check on the health of their servers
- Implemented most of the frontend (React), and contributed to industry grade backend architecture and implementation using CI tools and agile best practices

Morse To Speech Personal Project — *Jan. 2017 - Apr. 2017* *Vancouver, Canada*

- Used an MSP 430 microprocessor to translate morse code to spoken text
- Wrote a UART protocol using the MSP 430 clocks, and sent ASCII characters translated from morse code

UBC Insight (Web app for querying UBC data) Group Project — *Jan. 2017 - Apr. 2017* *Vancouver, Canada*

- Created a web app (front and back end) to query and display a database of classes and rooms at UBC
- Implemented a query parser, validation, scheduling algorithm, and front end interface for working with query language

Engineering Physics Robot Competition Group Project - Software Lead — *Jul. 2015 - Aug. 2015* *Vancouver, Canada*

- Designed and built an autonomous robot designed to pick up and transport stuffed animals for a competition
- Achieved 3rd place and received the highest grade for our product from an extremely competitive pool of 16 teams

Youtube Java Tutorials Personal Project — *Nov. 2010* *Amsterdam, Netherlands*

- Created a series of introductory tutorials for learning Java, and very basic Java syntax. The videos have amassed 33,000 views and a lot of positive feedback

Education

University of British Columbia B.Sc. in Computer Science and Physics 82% average — *Sept. 2013 - May. 2018* *Vancouver, Canada*

- Science One (Physics, Chemistry, Biology, and Mathematics)
- Engineering Physics (Electrical, Mechanical, and Computer Engineering. Fundamentals of mathematics and physics including Probability, Statistics, applied PDEs, Linear Algebra, Control theory, Thermodynamics, Quantum Mechanics, and Electromagnetism)
- Computer Science (Scientific Computing, Data structures, Algorithm analysis, Software Engineering, and Machine Learning)

International School of Amsterdam Full IB Diploma — *Sept. 2008 - Jun. 2013* *Amsterdam, Netherlands*

- Final score of 38/45, HL Maths, Physics, Chemistry