

Marcus Hamelink

Professional Summary

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Profile

Second-year Computer Science student at EPFL, passionate about software development architecture. Self-motivated learner with practical experience in full-stack development and 3D technologies, proven through hands-on projects and professional work.

Technical Skills

Languages & Frameworks

- **Backend:** Python, Java, C++
- **Frontend:** JavaScript, Angular
- **APIs & Communication:** Flask, FastAPI, Pydantic, ZMQ

Technologies & Tools

- **DevOps:** Docker, Git
- **Design:** 3D Modeling, 3D Printing (hobby)
- **Architecture:** Basic distributed Systems, RESTful APIs

Core Competencies

- Technical Project Management
- Collaborative Development

Languages

- **French & English:** Native/Bilingual
- **Dutch:** Fluent
- **German & Italian:** Intermediate (B1)

Professional Experience

Full-Stack Developer Intern - Digital Twin Project | EPFL Space Campus

September 2024 - Present

- Architecting and developing APIs for distributed simulation systems
- Designing and implementing robust inter-service communication architecture
- Building containerized infrastructure for test and production environments

Full-Stack Developer Intern - Digital Twin Project | EPFL Space Campus

July - September 2024 (8 weeks)

- Developed a responsive Angular-based proof of concept control interface for system control
- Designed RESTful APIs using Flask/Pydantic for container management
- Implemented architecture for communicating containerized services

School Supply Office Assistant | CO Aubépine

July 2022

Contributed to classroom setup and school supplies organization during a two-week period.

Mathematics Tutor | Private

2021-2022 Academic Year

Provided mathematics tutoring and support to two first-year high school students, improving their understanding and academic results.

Education

Bachelor in Computer Science | EPFL

September 2023 - June 2026

High School Diploma | Collège de Candolle

June 2022

Awards & Projects

Computer Science Prize - First Place | Collèges de Genève

June 2022

Awarded for MAPR, a self-developed 3D game engine built entirely by myself in native JavaScript as my graduation thesis.

[View MAPR Demo](#) - [Github](#)