



Antolin Janssen
Software Engineer

PERSONAL DETAILS

✉ admin@antiftw.nl
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☎ Available on request
📍 Europe/Amsterdam
🇳🇱 Dutch
📍 Tilburg
🎂 36 years

HANDLES

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LANGUAGES

Dutch (Native)
English (Fluent)
Spanish (Limited)
Portuguese (Limited)

INTERESTS

Cooking
Gaming
Swimming

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Objective

Develop myself as an IT professional to be able to handle a broad spectrum of problems related to Computer Science. Growing up as a son of a father who taught himself everything he knows about computers and the field, I was naturally drawn to it. Because of this, I decided at a young age to study Computer Science as far as I could.

So, choosing the additional course of Computer Science at my middle school was an obvious choice. After that I finished my BSc in this field and almost finished my MSc. Due to financial reasons I wasn't able to finish this, and since then I am looking for the right challenge to apply my skills and satisfy my interests.

I take joy in finding solutions to problems and I've always been actively researching new methods and techniques in my personal time to help create these solutions in a robust, elegant and efficient way. As of yet I have not encountered a problem to which I was unable to find a satisfying solution.

Recently I have been familiarizing myself with Docker and Test Driven Development (TDD). To this end, I am now running my personal server, a Raspberry PI - which runs a WebDAV-, mail- and web-server - using separate Docker containers behind a reverse proxy. I'm also in the process of rewriting my personal website using the TDD methodology and such that it uses the client-server architecture, having a Symfony back-end which is accessed by an Angular front-end through a REST API. For the next step I would like to research and implement a CI/CD pipeline to automate the deployment process.

Education

MSc in Game and Media Technology

2011 - 2013

[University of Utrecht, Utrecht, Netherlands](#)

Unable to finish due to financial reasons. Was very insightful and learned a lot about techniques that were not taught in my BSc, such as Computer Vision, Computer Animation and a broad array of Game Development techniques. I also realized that I was more interested in building software than in building games.

BSc in Computer Science

2005 - 2010

[Radboud University, Nijmegen, Netherlands](#)

Learned a lot about the Computer Science foundations, like the foundational mathematics such as Linear Algebra and Calculus but also relevant theory - such as Computational Complexity - that is used to engineer and develop robust, maintainable and efficient software. It was also the beginning of my journey in learning different programming languages, which made me realize that there is no such thing as the best programming language, but that each language has its own strengths and weaknesses. I also learned that it is important to know the right tool for the job.

Thesis:

[Kernel Machines for Multi-Class Classification: A Joint Kernel Approach](#)

Subject:

In this thesis we applied Machine Learning to find patterns in datasets. We are able to train an algorithm to make predictions about new data coming from the same source. We do this by using different algorithms and compare the results to see if any outperform the other. We also made some variations in one of the algorithms, namely RLS (Regularized Least Squares), to see if that makes any significant changes in performance.

Grade: 8

Atheneum Natuur en Techniek (VWO)

1999 - 2005

[Koning Willem II College, Tilburg, Netherlands](#)

- Extra course in Computer Science
- Profielwerkstuk about embedded programming

Experience

Medior Fullstack Developer

2016 - 2018

[The Insiders, Oosterhout, Netherlands](#)

I was employed to migrate the legacy code to a Symfony application, so I spent most of my time on that. However, I also maintained and integrated new functionality into the existing application, after researching the best techniques and ways to implement them.

Techniques:

- > PHP
- > Javascript
- > Symfony
- > HTML & CSS
- > MySQL

Junior Fullstack Developer

2013 - 2016

[eHealth Ventures Group, Oud Gastel, Netherlands](#)

Maintain and develop multiple web applications. Spent most of my time developing a web application for the eHealth sector. This application empowered patients to take control of their own health and care. Also worked on migrating the legacy code of that application to a Symfony application.

Techniques:

- > PHP
- > Javascript
- > Symfony
- > HTML & CSS
- > MySQL

Projects

Different projects I have worked on in both a professional and personal capacity. I've only given a brief description of each project here, but I would not mind to elaborate further on any of them if there are any questions.

[My Insiders Account](#) - The profile and account management system for the end-users of TheInsidersNet.com.

[DokterOnline Sooqr integration](#) - Integration of the Sooqr search engine into the DokterOnline.com platform.

[DokterOnline Webex Online video consultation](#) - Integration of Cisco Webex into the DokterOnline.com platform to enable online video consultations with doctors (discontinued).

[AntiFTW.nl](#) - My personal website. Has been over multiple iterations, and have now arrived on a client-server architecture. A Responsive, Progressive Web Application (PWA), which uses an Angular front-end that fetches its data from a Symfony backend using a REST API.

[Server Bootstrap](#) - A collection of scripts and configuration files to bootstrap a new server. It's main use is to automate the process of setting up a new server. It contains scripts to install and configure a fully fledged e-mail-, web-, and Cal/Carddav- server. Repository is private, but available on request.

[Sapphire Discord Bot](#) - Implemented a Discord bot using the Sapphire Framework. It's main use is to fetch and serve recipes from my personal website inside my Discord channel.

OSS Contributions

Some of the modest contributions I have done to open source projects.

[NotKeepersNeeds - FIX](#) - An adaptation of the NotKeepersNeeds mod for Graveyard Keeper to enable it to run on newer versions of the game, as well as some minor bugfixes and other improvements.

[docker-automysqlbackup](#) - A fork that adds WebDav support to an existing project of a Docker container for AutoMysqlBackup to be able to backup MySQL databases directly to a WebDav server.

Publications

The papers I have written or contributed to.

[Efficient Remote Homology Detection](#)

[Antolin Janssen](#), [Evgeni Tsvitshivadze](#), [Jorma Boberg](#), [Tjeerd Dijkstra](#) and [Tom Heskes](#)

This paper was written as a part of my Bachelor Thesis. It proposes an algorithm for efficient remote homology detection. Unlike many other methods our multi-class classification algorithm uses a co-regularization framework and allows construction of expressive features on input-output spaces. Furthermore, it leads to notable decrease in training time compared to algorithms that treat remote homology detection as a set of binary classification problems.

Pattern Recognition in Bioinformatics, 2010

Skills & Proficiency

