

EDUCATION

HBO ICT Software Engineering (B.Sc.) — 2013-2017

Fontys Rachelsmolen, Eindhoven.

Innovation semesters in Smart Mobile, minor in Embedded Systems

EXPERIENCE

TomTom — Associate Software Engineer — 2017 / present

Development and maintenance for MyDrive iOS. Working in an Agile environment, programming in languages including Swift, Objective-C, Javascript, Python. Functional Reactive programming and advanced CoreBluetooth.

TomTom — Intern Software Test Engineer — 2017

During my internship at TomTom I have primarily taken the role of automated test / devOps engineer. The end goal of my project was to raise the code quality rating, as well as improve the build toolchain, for MyDrive for iOS. Detailed research on Abstract Interpretation, Code Coverage, and Coding Standards, and plan of action for long-term improvements in these fields was also part of this internship.

Vaai — Intern iOS, tvOS developer — 2015 / 2016

During my internship at Vaai I have primarily taken the role of iOS and tvOS developer. In this time I have developed three apps, two of which were published in the App Store. I gained lots of experience with Swift, web services, the iOS ecosystem, and working with an external party.

PROJECTS

TomTom MyDrive (iOS)

During my internship and employment at TomTom, I've worked on TomTom MyDrive, an application that helps users in planning their itineraries. It works using TomTom's complex routing stack and makes routing highly customizable. Furthermore, it enables users to directly connect to their hardware PND through Bluetooth.

Escape from the Amazon (iOS)

For my internship at Vaai I've built the iOS text adventure game called Escape from the Amazon. Through real-time communication with the story's protagonist the player will feel his decision-making skills challenged.

ANNA van MILLS - Design your own perfect shoe (tvOS)

For my internship at Vaai I've also built a tvOS app, for Apple TV fourth generation and onward. This app allows users to design and order their very own boots, pumps and shooties through a friendly user interface.

SKILLS

- Swift and Objective-C
- iOS Development (UIKit, CoreBluetooth etc.)
- React Native application development
- Java, Python, C#, JSF, .NET
- C++, C, HAL, POSIX
- Javascript, HTML, CSS
- Functional Reactive programming
- SQL, PL/SQL