

## Summary

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Functional programming enthusiast and avid polyglot. A skilled software developer with a passion for learning and solving real-world problems in innovative ways.

## Employment

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<b>Software Engineer</b>	<b>Channable</b>	<b>02/2021 - Present</b>
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- Refactored the data pipeline responsible for importing terabytes of data from external services per day, easing debuggability and metrics.
- Designed and implemented AI-assisted categorization using novel techniques for mass text classification, improving the existing model performance by 3x.
- Integrated secondary data sources into a high-performance compute pipeline through analysis and application of programming language theory.
- Improved core capabilities by analyzing the expressivity and usability of internal systems, creating well-researched designs, improving scalability, performance and developer experience.

<b>Software Engineer</b>	<b>Cargowatch B.V.</b>	<b>02/2018 - 12/2020</b>
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- Implemented a specialized web portal for customer support and invoicing.
- Algorithmically improved the existing automatic invoicing process.

## Education

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<b>Utrecht, Netherlands</b>	<b>Utrecht University</b>	<b>2018 - 2020</b>
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- Master of Science in Computer Science  
Thesis: Formalized Correctness Proofs of Automatic Differentiation in Coq.
- Coursework: Advanced Functional Programming, Compiler Construction, Program Semantics and Verification, Concepts of Program Design, Optimization and Vectorization.

<b>Utrecht, Netherlands</b>	<b>Utrecht University</b>	<b>2015 - 2018</b>
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- Bachelor of Science in Computer Science
- Coursework: Data Structures, Algorithms, Functional Programming, Discrete Mathematics, Languages and Compilers.

## Projects

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- **Helium (2020) Haskell**  
Contributed to the Helium Haskell compiler developed at Utrecht University. Implemented missing Haskell2010 features and improved interoperability between recent experiments and previous work on the compiler.
  - **Nedtrain (Nederlandse Spoorwegen) (2018) C#**  
Hybrid planning program combining heuristical algorithmic techniques with an intuitive user interface for creating plans for shunting and scheduling problems.

## Programming Languages and Technologies

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- Proficient: Haskell, Python, Nix, Git, SQL
  - Familiar: PHP, Typescript, C#

## Languages

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- Dutch: Native or bilingual proficiency
  - English: Native or bilingual proficiency