

Summary

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

Employment

Software Engineer	Channable	02/2021 - Present
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- Led a major refactor of the data pipeline which is responsible for importing terabytes of data from external services per day, easing debuggability and metrics.
- Led the design and implementation of AI-assisted categorization using novel techniques for mass text classification, improving the existing model performance by 3x.
- Led the integration of secondary data sources into a high-performance compute pipeline through analysis and application of programming language theory.
- Led multiple internal projects on various intermingling components improving scalability, performance and user experience.
- Languages: Haskell, Python, Nix.

Software Engineer	Cargowatch B.V.	02/2018 - 12/2020
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- Implemented a specialized web portal for customer support and invoicing.
- Algorithmically improved the existing automatic invoicing process.
- Languages: PHP, Javascript, SQL.

Education

Utrecht, Netherlands	Utrecht University	2018 - 2020
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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.

Utrecht, Netherlands	Utrecht University	2015 - 2018
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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