# Daniel Vonk

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in daniel-vonk

## Experience

**C++ Software Engineer**, *KDAB*, London, UK.                **Nov 2021-**
A spin-out of the Linux *KDE* project, KDAB provides C++/OpenGL/Qt training and consulting services. During my time there, I contracted for firms in several different industries (e.g. in medical for a fluorochrome microscopy tissue-analysis machine, in industrial for a wind-power firm), where I helped clients upgrade their codebases to modern C++, resolve performance issues, as well as engineer new features.

**Internship**, *Nuance Communications [now Mi-*  **Sep 2018–Sep 2019**
*crosoft Corp.]*, Aachen, Germany.
Validating training sets as well as e.g. writing BNF grammars for various NLP products for use in automotive sector.

## Education

**Computer Science B.Sc.(Hons)**, *RWTH Aachen*  **Oct 2017–Aug 2021**
*University*, Germany.
- Bachelor's thesis (at dept. for Virtual Reality): *Simulation of Realistic Crowds in Virtual Environments by Means of Influence Maps and Visitor Patterns*
- Contributed to open-source university research projects incl. for HoloLens augmented reality headset.

**A-Levels (Maths/Physics/Computing)**, *Godalming College*, Sur-  **2016**
rey, England.

## Technologies

**Systems**: C++      *Good knowledge of (modern) C++ language and library features as well as current design philosophies (e.g. preference for value-semantics, static over dynamic polymorphism).*

**Tools**: Git, CMake

## Languages

**English**: Native

**German**: Fluent                    *holds C1 certification*

## Interests

Open-source contributions, learning new programming languages (e.g. Haskell, ReasonML) and creating them (see GitHub)