ETIENNE VAN DELDEN

EXPERIENCES

| Period | November 2012 — current | |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|
| Employer | i-level services | Riethoven, the Netherlands |
| Job Title | Software Developer | |
| | Our customers want custom software My responsibilities range from writin the software architecture and develop perience. Software products range fr backend systems or iPad apps. | ng the User Requirements, designing ping the User Interface and User Ex- |
| Period | August 2012 — October 2012 | |
| Employer | Municipality Boxtel via OGD | Boxtel, the Netherlands |
| Job Title | First line | |
| | As first line help, I took calls from and assisted them in solving any IC. | 1 0 |
| Period | August 2011 — January 2012 | |
| Employer | Sorama | Eindhoven, The Netherlands |
| Job Title | Project Member | |
| Period | In this internship we created a web that allowed the user to control Sora visualise the result. September 2008 — September 2 | ma's sound scanner and analyse and |
| Employer Job Title | J.C.E.S. Kinjin Chairman | Eindhoven, The Netherlands |
| | As chairman of a board with five other students, we organised traditional and modern Japanese activities for our like minded members | |
| Period | July 2004 — December 2006 | |
| Employer Job Title | Apple Centre YouMac Salesman | Eindhoven, The Netherlands |
| | Advise customers on the advantages and capabilities of Apple products; offer small repairs and on the spot service. I also set up, and was trainer, of the "Maak kennis met de Mac" introduction workshop. | |
| Period | Augustus 2004 — June 2006 | |
| Employer | Het Augustinianum | Eindhoven, The Netherlands |
| Job Title | Theatrical Engineer | |
| | My high school 'Augustinianum' us ment for their plays, and I designed, and sound experience. | |

SKILLS

| Computer | C#, Ruby, Python, Objective-C, IATEX, Haskell (both OO as functional | |
|--------------|-----------------------------------------------------------------------------|--|
| Languages | where applicable) | |
| Technologies | Ruby on Rails 3/4, .Net 3.5/4.0, ASP.Net WebForms, ASP.Net MVC, | |
| | Silverlight 4, XNA 4.0, MySQL/SQLite3, Cocoa, MVVM | |
| OPERATING | Mac OS X $9.2.2 - 10.9$, Mac OS X Server $10.5 - 10.7$, iOS $2.0 - 7.0$, | |
| Systems | Windows 2000/XP/Vista/7/8 Various Linux distributions | |

EDUCATION

2006-PRESENT University of Technology Eindhoven

Studying the bachelor study 'Computer Science and Engineering', with a minor in 'Human Technology Interaction.' Planning to do the master 'Human Technology Interaction' in the future

 $Notable\ courses$ Software Specification, Software Testing, Algorithms, Computer Networks, Databases, Human Perception & Performance

2000-2006 Augustininum

Graduated on 'VWO' level in the profiles 'Natuur&Techniek' and 'Natuur&Gezondheid'

Publications

APRIL 2011 "Emotional Adaptive Gaming: Gaming Profiles"

Personal Info

Born in Eindhoven, the Netherlands on the 29th of Febuary, 1988. Present citizenship: Nederlandse

LANGUAGES

Dutch (native), English (fluent)

Interests

Ballroom and Latin dancing (international competitions), Wushu Kung Fu (international competitions), music, reading, software technologies, gadgets, human factors, presenting, typesetting with \LaTeX

 $^{^1{\}rm this}$ curriculum vitae was created with LATeX