

Daan Hensmans *Software Engineer*

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PROFILE

Software Engineer with a Master's specialization in low-level environments and compiler design. Experienced in bridging the gap between hardware and software through software optimization, OS internals, and hardware-level performance tuning. Seeking a role where I can work close to the system and contribute to technically challenging software.

EDUCATION

09/2024 – 06/2026 Brussels	Master Software Engineering: Software Languages <i>Vrije Universiteit Brussel</i> Specialization in low-level environments: compilers, security, optimization, and programming languages.
09/2025 – 01/2026 Gothenburg, Sweden	Master Software Engineering <i>Chalmers University of Technology</i> Exchange semester in one of Scandinavia's leading engineering universities.
09/2021 – 07/2024 Brussels	Bachelor Computer Science <i>Vrije Universiteit Brussel</i> Passed with distinction.
09/2019 – 06/2021 Leuven	Bachelor Civil Engineering: Architecture <i>Katholieke Universiteit Leuven</i>

PROJECTS

- Compiler for a Reactive Programming Language
- Projects using Parallelisation and Concurrency
- Portfolio Website 🔗
- Dr Mario Game in C on an Embedded Device
- OpenCL and OpenGL projects
- Assembly x86 game
- Front- and Backend Train App
- Pixel Simulator Game
- For more, see Portfolio 🔗

SKILLS

- Low & High Level Programming Languages (C, Java, Python, ASM x86, Lisp)
- Compilers & Interpreters
- Computer Architecture
- Operating Systems (OS) Internals
- CPU & GPU optimisations
- Concurrency & Multithreading
- Office Programs & LaTeX
- Team Work & Communication
- Creative Problem Solver

LANGUAGES

Dutch ● ● ● ● ● English ● ● ● ● ●