

Daan Hensmans *Software Engineer*

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📅 1 March 2001 🔗 www.daan.zip 🌐 /in/hensmans 🐙 /hensmans



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 Brussel	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 Brussel	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

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

SKILLS

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

LANGUAGES

Dutch



English

