Joris Borsboom

CONTACT

EMAIL: contact@borssoftware.com WEBSITE: www.borssoftware.com

WORK EXPERIENCE

CURRENT | Software Developer and Consultant

APR 2017 | BORS, Eindhoven

Working on Artificial Intelligence projects and consulting on custom solu-

tions.

APR 2017 | Team Lead R&D, Senior Software Engineer

AUG 2015 | GX Software, Mumbai

Started the Mumbai R&D department for GX Software, in collaboration with Capgemini. Lead developer, teaching and coaching Indian engineers.

Communication with onshore team and HQ.

JUL 2015 | Technical Consultant

JAN 2013 | GX Software, Nijmegen

Lead developer in project-specific Scrum teams. Software architect for customer implementations. Coaching of junior engineers. Consulting on custom solutions. Integration of WCM and customer systems using SOAP and

REST services.

DEC 2012 | Software Engineer | JAN 2008 | GX Public, Eindhoven

Web Content Management system in Java. Development of product

components and customer-specific solutions for government, educational

and non-profit customers.

JUN 2003 | Research assistant

Nov 2002 | Maastricht McLuhan Institute

Developed a dynamical website to provide access to European digital cul-

tural resources.

EDUCATION

2000 - 2007 M. Sc. in Artificial Intelligence & Computer Science

B. Sc. in Knowledge Engineering

Maastricht University

1992 - 1998 VWO, Eckart College, Eindhoven.

TRAINING

Professional Scrum Master I, Scrum.org Scrum Master, ISES Consulting skills, ISES jQuery, Eduvision

PUBLICATIONS

2007 "A Comparison of Monte-Carlo Methods for Phantom Go" with J-T. Saito, G. Chaslot, and J. W. H. M. Uiterwijk

2007 "GoLois wins Phantom Go Tournament" with T. Cazenave

INTERNSHIPS

Sep 2007	MICC-IKAT, Maastricht
Jan 2007	Research on Phantom Go
	Monte-Carlo based program able to play a game on incomplete
	information. Including GUI and display of belief states. Competed in the
	Computer Olympiad 2007
Dec 2006	MICC-IKAT, Maastricht
Oct 2006	VT Search Tree Visualization tool for Computer Go
	Graphical UI displaying of the most relevant parts of the search tree, game
	situation and scoring of possible moves. Design and implementation.

SKILLS

JAVA, SQL, SOAP, REST, SCRUM, Service Oriented Architectures, JCR, OSGI, JSP, JQUERY, GIT, TENSORFLOW, MAVEN, SPRINGMVC, SOLR, XSLT, PROLOG, UML, Monte-Carlo algorithms. Native Dutch, fluent English.