# Joris Borsboom

## **CONTACT**

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twitter.com/ikkeookniet

github.com/jbors

## **WORK EXPERIENCE**

CURRENT | Freelance Software Developer and Consultant

APR 2017 | BORS Software, Eindhoven

Working on Artificial Intelligence projects and consulting on custom

solutions. Cooperating with organizations in Delhi NCR.

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 Cappemini. 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

Developing a dynamical website to provide access to European digital

cultural resources.

#### **EDUCATION**

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

B. Sc. in Knowledge Engineering

Maastricht University

1992 - 1998 VWO, Eckart College, Eindhoven.

## **CERTIFICATIONS**

Machine Learning, Stanford University
Convolutional Neural Networks, deeplearning.ai
Structuring Machine Learning Projects, deeplearning.ai
Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization, deeplearning.ai
Neural Networks and Deep Learning, deeplearning.ai
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, SOAP, REST, SCRUM, Service Oriented Architectures, JCR, OSGI, APACHE FELIX, JSP, SQL, JAVASCRIPT, JQUERY, GIT, PYTHON, TENSORFLOW, MAVEN, SPRING, SOLR, XSLT, APACHE TOMCAT, PROLOG, GNU OCTAVE, Monte-Carlo algorithms.

Native Dutch, fluent English.