

Joris BORSBOOM

CONTACT

EMAIL: joris@borssoftware.com

WEBSITE: www.borssoftware.com

WORK EXPERIENCE

CURRENT APR 2017	Freelance Software Developer and Consultant BORS Software, Eindhoven <i>Working on Artificial Intelligence projects and consulting on custom solutions.</i>
APR 2017 AUG 2015	Team Lead R&D, Senior Software Engineer GX Software, Mumbai <i>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.</i>
JUL 2015 JAN 2013	Technical Consultant GX Software, Nijmegen <i>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.</i>
DEC 2012 JAN 2008	Software Engineer GX Public, Eindhoven <i>Web Content Management system in Java. Development of product components and customer-specific solutions for government, educational and non-profit customers.</i>
JUN 2003 NOV 2002	Research assistant Maastricht McLuhan Institute <i>Developing a dynamical website to provide access to European digital cultural resources.</i>

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*
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 <i>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</i>
Dec 2006	MICC-IKAT, Maastricht
Oct 2006	VT Search Tree Visualization tool for Computer Go <i>Graphical UI displaying of the most relevant parts of the search tree, game situation and scoring of possible moves. Design and implementation.</i>

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.