

# Joris BORSBOOM

## CONTACT

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WEBSITE: [www.borssoftware.com](http://www.borssoftware.com)

## WORK EXPERIENCE

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CURRENT APR 2017	Software Developer and Consultant BORS, 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&amp;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>Developed a dynamical website to provide access to European digital cultural resources.</i>

## EDUCATION

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2000 - 2007	M. Sc. in Artificial Intelligence & Computer Science B. Sc. in Knowledge Engineering Maastricht University
1992 - 1998	VWO, Eckart College, Eindhoven.

## TRAINING

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

## PUBLICATIONS

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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

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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

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JAVA, SOAP, REST, SCRUM, Service Oriented Architectures, JCR, OSGi, APACHE FELIX, JSP, SQL, JAVASCRIPT, JQUERY, GIT, PYTHON, TENSORFLOW, MAVEN, SPRING, SOLR, XSLT, PROLOG, Monte-Carlo algorithms.

Native Dutch, fluent English.