

# Maik de Kruif

## Software Engineer



Tiel, Netherlands | [maik.dev](mailto:maik.dev) | [github.com/maikka39](https://github.com/maikka39) | [linkedin.com/in/maikdekruif](https://linkedin.com/in/maikdekruif) | [maik@maik.dev](mailto:maik@maik.dev) | +31 6 24104089

I'm a passionate coder with a strong foundation in programming. With a love for solving practical problems through software development, I am driven to continuously explore new ways to create innovative solutions. My personal side-projects and exploration of cybersecurity further enhance my skills and dedication to building powerful and impactful applications.

## WORK EXPERIENCE



### Security Engineer / Software Engineer

ASML | Jul 2023 - Present

After concluding my graduation internship at ASML, I transitioned to a full-time role as a Cyber Security Engineer, capitalizing on the hands-on experience I gained during my internship.

- Actively involved in the architecture, development and maintenance of a homebrew SOAR solution to streamline and automate cybersecurity processes.
- Collaborate with cross-functional teams to identify areas where automation can enhance efficiency and response time.
- Implement and fine-tune security automation workflows.
- Design and implement integrations with external software to extend the capabilities of the SOAR solution.



### Software Engineer Intern

ASML | Feb 2023 - Jul 2023

During my internship at ASML's Cyber Defense Center (CDC), I had the opportunity to work as a DevSecOps Engineer for the Threat Intelligence team.

- Gained hands-on experience in Cybersecurity Engineering, Data Science, and Threat Hunting.
- Conceptualized and implemented a new use-case for the TI team.
- Managed the entire development and deployment process for the new use-case.
- Equipped the team to more efficiently analyze and respond to cyber threats.
- Learned from a team of experts in the field, gaining valuable insights into cybersecurity intricacies.



### Junior Software Engineer

RYSST | Jul 2021 - Jul 2023

I worked on various projects for Ace & Tate, Cloudwise and De Bijenkorf. During my time at Ace&Tate me and my team were responsible for:

- Developing an API that can read glasses prescriptions from images and returns the data as JSON using Vision AI.
- Using Vision AI to detect what model of Ace&Tate glasses someone is wearing.
- Setting up an authentication framework using Scala for usage in microservices.

During my time at Cloudwise, my team and I worked on several things, from extending their existing applications to implementing new kid-friendly ways to log in to Windows devices. Technologies we used include: Java, Azure, Angular, Typescript, and Google Cloud Platform.

EDUCATION

AVANS UNIVERSITY OF APPLIED SCIENCES

Bachelor of Science, Computer Science | Aug 2019 - Jun 2023

While at Avans, I pursued a major in Computer Science and completed my graduation internship at ASML, achieving an impressive grade of 8.5/10.

AVANS UNIVERSITY OF APPLIED SCIENCES

Minor, Systems Programming in C++ | Aug 2019 - Jun 2023

During the minor Systems Programming in C++, our team developed a game engine in C++. Our hard work and dedication paid off with an outstanding 10/10 grade for our project.

PROFESSIONAL CERTIFICATES

C)PEH

Certification ID: 23331-169-063-2917

Mile2

Jul 2023

Google Cybersecurity Professional

Certification ID: ZLPRQWSFC8YT

Google, Coursera

May 2023

IBM Data Analyst

Certification ID: KWVNRRFAZK7F

IBM, Coursera

May 2023

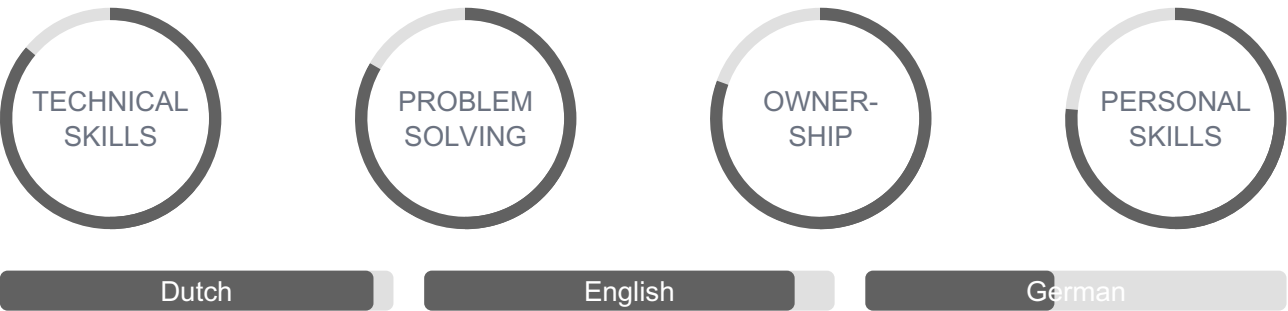
Professional Scrum Master™ I (PSM I)

Certification ID: 0c66ba80-68ef-4ac4-98d1-771ca901d57e

Scrum.org

Sep 2022

SKILLS



PROGRAMMING LANGUAGES



TECHNOLOGIES & LIBRARIES

