

Maik de Kruif

Software Engineer



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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

ASML Software Engineer Intern

ASML | Feb 2023 - Jul 2023

During my internship at ASML's Cyber Defense Center (CDC), I worked as a DevSecOps Engineer for the Threat Intelligence team. I gained hands-on experience in Cybersecurity Engineering, Data Science, and Threat Hunting. Collaborating with another intern and experienced professionals, we conceptualized and implemented a new use-case for the team, managing the entire development and deployment process. It was a challenging and rewarding experience that deepened my technical expertise in cybersecurity.

axians Software Engineer Intern

Axians | Aug 2021 - Feb 2022

During my internship at Axians, I worked in their cybersecurity division. I was responsible for developing a fully featured risk analysis dashboard which automated the generation of risk analysis reports based on user input.

Junior Software Engineer

RYSST | Jul 2021 - Jul 2023

I worked on various projects for Ace & Tate and Cloudwise. At Ace & Tate, my team developed an API using Vision AI to extract glasses prescriptions from images and detect specific glasses models. We also implemented an authentication framework in Scala for microservices. At Cloudwise, I contributed to extending existing applications and introducing new login methods for Windows devices using 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

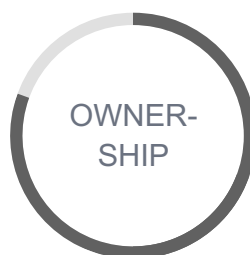
Professional Scrum Master™ I (PSM I)

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

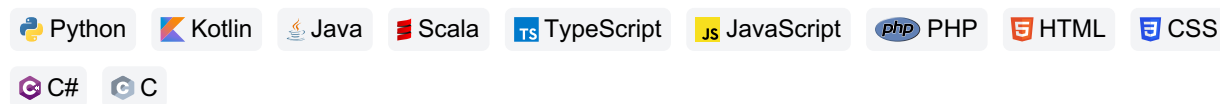
Scrum.org

Sep 2022

SKILLS



PROGRAMMING LANGUAGES



TECHNOLOGIES & LIBRARIES

