

Summary

Software Engineer with great experience in creating usable and maintainable software for a wide range of businesses, including Augmented Reality and Financial Services. Strong technical background with a Master's Degree in Computer Engineering from the University of Florida. Experience in both large corporations and startups in the US and the Netherlands. Also, have taught C programming to students in a coding bootcamp in Colombia for half a year. Since 2020, I have done some contract work remotely as a digital nomad, but I am now looking for a challenging, onsite, full-time role, preferably in Amsterdam or New York. Most importantly, I am seeking a fun team to work with. (Nationality: Dutch)

Recent Work Experience

- **Tradomate BV (Financial Services)** Amsterdam, Netherlands / Remote
Founder *August 2021 - January 2023*
 - Idea was to make an algorithmic trading platform for dummies
 - Built two engines in C++, one for parsing natural language queries and one for interpreting strategies in a custom DSL
 - Built a flask backend and deployed to GCP with Docker Compose and Github Actions, the C++ code is run with pybind11
 - Designed a frontend in Figma and hired a developer to build the frontend with Next.js
 - Successfully deployed the natural language stock query platform at stockselect.ai
 - Made a pitch deck and tried to raise capital from multiple angel investors without success
- **SC IT Services (IT Consulting Services)** Amsterdam, Netherlands / Remote
Sole Proprietor and Remote Contractor *February 2020 - November 2022*
 - * Burst, a crypto startup based in New York (Jan 22 - Nov 22)
 - First engineering hire
 - Built the Burst iOS App in Swift with CI/CD pipelines
 - Built the Backend in Node.js, integrated with PrimeTrust, deployed on AWS
 - Helped in the hiring of engineers to grow the team
 - Helped with the AWS Deployment Setup / Architecture
 - * Daily.js, a video calling startup based in San Francisco (Aug 21 - Dec 21)
 - Compile the Rust WebRTC Platform codebase for iOS
 - WebRTC Video Calling Demo for iOS
 - iOS CI/CD pipelines
 - Build the first version of iOS Native SDK
 - * Athos, a training garment startup based in Silicon Valley (Feb 20 - Apr 21)
 - Build C++ signal processing algorithms for live EMG and ECG Data
 - Integrated new C++ signal processing algorithms into the iOS mobile app
 - Redesign fully the native app UI with neumorphic designs using Swift and UIKit
 - Create iOS CI/CD pipelines with fastlane and jenkins
 - Interview new candidates
 - Write embedded firmware and also the corresponding iOS platform code that communicates with the firmware over BLE 5.0 using Zephyr RTOS and CoreBluetooth

- **Moneyou / ABN AMRO (Mobile Banking)** Amsterdam, The Netherlands / Onsite
Senior iOS Engineer - Contract March 2018 - December 2018
 - Helped build the MoneyouGo app in Swift using UIKit and RxSwift
 - Helped design a reactive VIPER based system architecture for iOS
 - Interview new iOS Candidates
 - Won the moneyou hackathon and successfully implemented suggested features in the banking app
 - Helped build AWS lambdas for banking services using Node.js serverless technologies
- **Markplaats / Ebay Inc. (Mobile Classifieds)** Amsterdam, The Netherlands / Onsite
Senior iOS Engineer - Full Time June 2016 - December 2017
 - Only developer for the 2dehands.be App for Belgium with millions of users.
 - Part of the EBay global mobile team building classified apps for 11 different countries
 - Setup all required processes such as Automated Testing, Continuous Integration, Crash Analysis etc.
 - Won the markplaats company hackathon
 - Successfully hired and trained replacement for the role before exit

Some Previous Work Experience

- **Layar / Blippar (Augmented Reality)** Amsterdam, The Netherlands / Onsite
Senior Software Engineer - Full Time November 2014 - May 2016
 - Only Developer for the iOS Layar App that makes millions of users see Augmented Reality
 - Only Developer for the iOS Layar SDK that help businesses make Augmented Reality solutions
 - Part of the team building the Blippar App for visual search
 - Contributed to several C++ cross platform projects with Kalman Filters, Computer Vision etc
- **IceMobile Agency (Digital Agency)** Amsterdam, The Netherlands / Onsite
Senior iOS Engineer - Full Time February 2014 - November 2014
 - Senior developer in the iOS development team working on Jumbo app project
- **Ebuddy (Chat)** Amsterdam, The Netherlands / Onsite
iOS Developer - Full Time June 2013 - January 2014
 - Developer in the iOS development team for XMS app with more than 1m users
- **MicroStrategy Inc. (Business Intelligence)** McLean, VA, USA / Onsite
Software Engineer - Full Time September 2010 - January 2012
 - Developer in iOS team building the Microstrategy Mobile SDK
- **Citisync (Event Management)** Gainesville, FL, USA / Onsite
iOS Developer - Contract January 2010 - July 2010
 - Singlehandedly built the citisync iOS Application. This was when iOS 3 was the latest version. Also my first experience as an iOS Developer and it piqued my interest in the field
- **Bloomberg LP (Financial Services)** New York, NY, USA / Onsite
Financial Software Development Intern - Full Time May 2009 - August 2009
 - As an intern in the manhattan office, I helped out with a number of projects in the Global Trading team writing code in C++ and managing large mainframe supercomputers

Education

- **University of Florida** Gainesville, FL, USA
Masters in Computer Engineering August 2008 - August 2010
 - CGPA: 3.6/4.0

Volunteering Experience

- **Holberton School (Education)** Colombia / Onsite
Resident Software Engineer - Full Time *September 2019 - December 2019*
 - As the resident software engineer in Cali and Barranquilla I was responsible for overseeing the technical education of the first batch of 50 students in both branches
 - Taught students not just C programming but also behavioural and professional skills.
 - Students were able to implement their own POSIX compliant shell in C and both ended up being one of the top performing cohorts at Holberton School.