

Paulus Linschoten | Software Developer

C/C++, Python, SQL, Web

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Profile

Software developer and musician with hands-on experience in C/C++, Python, and Linux, combined with music production using FL Studio and BandLab. Passionate about bridging software engineering with music technology, particularly in virtual instrument development and creative audio tools.
Strong collaborative mindset, exited to bridge the gap between **musical creativity** and **technical development**.

Technical Skills

- **Programming:** C, C++, Python, Bash, Golang
- **Version Control & Tools:** Git, Jira, Linux, Docker
- **Music Production:** FL Studio, BandLab, guitar performance & recording
- **Sound Design Basics:** Sampling, mixing, working with VSTs and plugins

Professional Experience

- Backend developer (Volunteer), Pawify** 07/2025 – Present
Barcelona
- Supporting backend development in Django for a non-profit adoption platform.
 - Working with relational databases (PostgreSQL), APIs, and collaborative workflows.
 - Exposure to agile teamwork in a fully remote environment.
- IT Operations, Visual Sonora - Rockin (Startup phase)** 01/2022 – 06/2022
Barcelona, Spain
- Collaborated on a music teaching early-stage product, strategy and market validation
 - Designed and maintained internal tools and managed compatibility between devices
 - Wore multiple hats: testing the tool, tech operations, and business development




Education

- Software development, 42 Barcelona** 05/2023 – Present
Barcelona, Spain
- Full-time, project-based autonomous peer to peer training in, systems programming, Unix, algorithms, multithreading, and full stack projects.
 - Intensive peer-learning program focused on C and C++, and web development
 - Developed interactive applications, including video game projects with raycasting, 2D/3D rendering, and behavior logic.
- Business Administration, Universitat de Barcelona** 09/2015 – 08/2020
Barcelona, Spain
- Focus on Finance, Economics, statistics, and Digitalization.
 - Introduced to ERP systems, reporting flows, and digital transformation tools

Languages

Català	Spanish	English	Dutch
Native	Native	Profesional C1	Conversational

Projects (More on GitHub)

- ft_transcendence, full stack website deployment**  09/2024 – 03/2025
- Full-stack web platform with Django REST & WebSockets for live game logic
 - Designed database schema, implemented authentication, and integrated RESTful APIs.
 - Managed and created Dockerized deployments, improving reproducibility and development speed.
- Philosophers, Introduction to multithreading**  01/2024 – 02/2024
- A C-based implementation of the classic *Dining Philosophers* problem. It focuses concepts such as threads, mutexes, and semaphores.
- Minishell, Creation of a terminal using C**  10/2023 – 05/2024
- Parsing, lexing/tokenization, syntax analysis, quoting and env variable expansion
 - Pipelines, I/O redirections and built-ins (echo, cd, pwd, export, unset, env, exit)
 - Process flow using fork, execve, pipes, and proper file descriptor management to handle complex command sequences efficiently