RIK VAN DER KOOIJ

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EMPLOYMENT

Jalt, Amsterdam *September 2016 - Present*
Software Engineer

- Saved 100s of hours a month of manual labor by automating the performance reporting of Facebook advertisements and Facebook posts. Using **Python** and **Django** a dashboard was created to view reports online with the option to export as PowerPoint file.
- Developed survey software to measure brand remembrance of the target audience. Build a web application with **Django**, **React** and **Celery** which sends out SMS messages to panel members when a new survey is ready. Panel members get a cash reward which is send as SEPA payment.
- Optimized the internal operations process by automating interaction between external tools. **Django** application listening for webhooks from Pipedrive simulates the corresponding actions to Trello and TimeChimp using their respective APIs. Employees are also notified by mail via the **Gmail API**.
- Saw opportunity to create a **Python** script to automate the creation of interactive Facebook advertisements. The resulting script saves 20+ hours of labor per ad.

Jalt, Amsterdam *February 2013 - August 2016*
Web Developer (part-time)

- Developed a program to extract restaurant reviews out of Twitter messages. Using **C#** a multi-process pipeline was created to download and classify tweets using random decision forests.
- Created multiple web games with Facebook scoreboard integration using **Node.js**.

EDUCATION

Vrije Universiteit Amsterdam *September 2012 - August 2016*
Master in Computer Science, High Performance Distributed Computing
Thesis: Improved run time performance of worm detection software by implementing image operations on the GPU using **C++** with **CUDA**.

University of Amsterdam *September 2009 - August 2012*
Bachelor in Computer Science
Thesis: Implemented an **FPGA** reprogramming application in **C** for Unix systems by reverse engineering the messages send over USB by the reference Windows program.

PROJECTS

Compiler Construction

- Build a compiler for a C-like language using **C** with **Flex** and **Bison**.
- Implemented peephole optimizations on the resulting assembly code.

Binary Malware Analysis

- Analyzed and patched a binary ELF file containing malware using **IDA Pro** and **GBD**.

Graphics

- Implemented 3D shaders and ray tracing in **C** with **OpenGL**.

TECHNICAL SKILLS

Programming Languages	Python, C++, C, JavaScript, Java
Technologies	Git, Vim, Docker, PostgreSQL, Redis, Celery, HTML5