Raoul Wols

curriculum vitæ

January 19th, 1989
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Education

from **sep 2001** to **june 2007**	**Gymnasium**	Johan de Witt Gymnasium (Dordrecht, The Netherlands)
from **sep 2007** to **june 2010**	**Minor Jazz Piano**	Royal Conservatory of The Hague (The Hague, The Netherlands) Final grade: 7.5
from **sep 2007** to **july 2012**	**Bachelor of Science in Mathematics**	Leiden University (Leiden, The Netherlands) Final grade: 7
thesis	Eindige Topologische Ruimten	
advisor	Dr. R.S. de Jong	
from **sep 2012** to **july 2016**	**Master of Science in Mathematics**	Leiden University (Leiden, The Netherlands) Final grade: 7.5
thesis	A McCord Functor for Alexandroff Categories	
advisor	Dr. O.D. Biesel	

♟ Extracurricular Activities

from **sep 2007**
to **sep 2008**

Treasurer of Music Committee
DE LEIDSCHE FLESCH (Leiden, The Netherlands)
I was treasurer of a newly-founded committee that would encourage and incentivize students in the exact sciences faculty to get on stage and show their artistic talents.

from **sep 2008**
to **sep 2009**

Chairman of Music Committee
DE LEIDSCHE FLESCH (Leiden, The Netherlands)
The next year I became chairman of the same committee. The committee is still going strong as of this writing.

from **sep 2007**
to **sep 2014**

Keyboardist
"THE CIRCUMSTANCES" (The Netherlands)
I played keyboards in an indie-rock band. We played at lots of places like The Melkweg in Amsterdam, 013 in Tilburg. We made an album that's available on iTunes.

from **sep**

Baritone
BARBERSHOP QUARTET "AUTO O' TUNE" (The Hague area)
I sang baritone in a quartet.

⚗ Experience

from **july 2011**
to **jan 2012**

Intern
ROSERCONSYS B.V. (Dordrecht, The Netherlands)
I researched resource constrained project scheduling problems. i.e. finding algorithms that will produce, in polynomial time, a "good" schedule. A resource constrained project scheduling problem is of class NP-hard if the goal is to find the optimal schedule. The languages were VB.NET and C++.

from **sep 2008**
to **jan 2009**

Tutor
LEIDEN UNIVERSITY MATH FACULTY (Leiden, The Netherlands)
I assisted a small group of students with their homework.

from **jan 2013**
to **july 2014**

Teaching Assistant
LEIDEN UNIVERSITY MATH FACULTY (Leiden, The Netherlands)
I assisted students in the Algebra 1 course.

from **july 2016**
to **jan 2017**

Founder
PRIMEF.ACTOR ENTERTAINMENT (Papendrecht, The Netherlands)
I dedicated my time to create a video game called "Alien Invasion Game". The engine used was Unity, so everything is written in C#.

⚙ Projects

name	Plan-IT
language	*VB.NET*
description	Scheduling software with a GUI for which I wrote a proof-of-concept genetic algorithm.

name	Firing Neurons
type	*EP*
description	An Indie-Rock EP released on iTunes. I played keyboards.

name	gintonic
language	*C++*
description	A hobby render engine. The current render method is deferred.

name	Alien Invasion Game
language	*C#*
description	A 2D platformer with shoot mechanics. Can be found at rwols.itch.io.

name	Clara
language	*C++ and Python*
description	Sublime Text 3 plugin for semantic C++ auto-completions. This has a compiled component. So the main language is C++, with some Python bindings.

name	yaml-archive
language	*C++*
description	A drop-in replacement for boost::archive::xml_oarchive and boost::archive::xml_iarchive from the Boost.Serialization library.

name	CMakeBuilder
language	*Python*
description	Sublime Text 3 plugin for building CMake projects.

💬 Natural Languages

Dutch	Mother tongue.
English	Fluent in conversation and comprehension.

💬 Programming Languages

C++	Expert in language and standard library usage.
C#	Expert in language, adequate in standard library usage.
Python	Adequate in language and standard library usage.
TeX	Expert in (markup) language.
HTML, CSS	Average experience.
GLSL	Very good experience in language and library usage.
HLSL	Some experience; mainly via Unity. It's basically the same as GLSL.
CMake	Expert in language and library.
JavaScript	Some experience; but it's prototyped and dynamic like Python, so easily learned.

💬 Programming Miscellaneous

Methodologies	agile, waterfall.
Design Patterns	object-oriented, functional, data-driven, factory, abstract factory, lazy initialization, singleton (but don't ever use this!), RAII, facade, flyweight, command pattern, iterator, the none object, the visitor, thread pool, locking and joining, consumer-producer, strategy pattern, loose coupling, curiously recurring template pattern, substitution-failure-is-not-an-error.