Raoul Wols

curriculum vitæ

📅 January 19th, 1989
➤ Papendrecht, The Netherlands
▢ +31 (0) 6 10917383
✉ raoulwols@gmail.com
  r@primef.actor
⌨ https://github.com/rwols
🐦 https://twitter.com/rwols

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📖 Education

june 2010 Minor Jazz Piano
Royal Conservatory of The Hague (The Hague, The Netherlands)
Final grade: 7.5

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

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

⚗ 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 **july 2016**
to **jan 2017**
Founder
Me and another guy (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#.

🏆 Products

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.

name	Alien Invasion Game
language	*C#*
description	A 2D platformer with shoot mechanics.

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

💬 Languages

Dutch	Mother tongue.
English	Fluent in conversation and comprehension.
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.
JavaScript	Some experience; but it's prototyped and dynamic like Python, so easily learned.