

Raoul Wols

curriculum vitæ



📅 January 19th, 1989
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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. 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.

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.
CMake	Expert in language and library.
JavaScript	Some experience; but it's prototyped and dynamic like Python, so easily learned.