

Contactgegevens

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davidbruschke (LinkedIn)

Belangrijkste vaardigheden

TensorFlow

Transfer Learning

Machine Learning

Languages

Engels (Professional Working)

Nederlands (Native or Bilingual)

Certifications

HAVO

David Bruschke

C# / .NET Environment, specialized in Unity3D and Game Development.

Hillegom, Zuid-Holland, Nederland

Samenvatting

Graduated from the HBO-ICT in Zoetermeer. .NET is my primary programming ecosystem, since it's the core component for Unity, the game engine I'm most familiar with.

From Software Engineering I branched off to Game Development and became familiar with many different techniques and methods to develop games from the ground up.

Ervaring

Quintor

ICT-consultant

november 2021 - Present (1 jaar 5 maanden)

Den Haag, Zuid-Holland, Nederland

SyncVR Medical

Student Internship

februari 2021 - juli 2021 (6 maanden)

Utrecht, Nederland

Developing a tool to connect Bluetooth Low Energy wearables to Virtual Reality headsets used by SyncVR.

Result! Data.ai

Internship

juni 2019 - februari 2020 (9 maanden)

Zoetermeer

Creating an API for a Flutter application to access and write data to a SQL Database in Azure.

Writing a separate app in Flutter that uses a Tensor Flow Lite model that's trained via transfer-learning to recognize mile markers on the side of a road.

Opleiding

De Haagse Hogeschool / The Hague University of Applied Sciences
Bachelor's degree, Informatica (Software engineering) / Hogere opleiding
Software engineer · (2018 - 2021)

De Haagse Hogeschool / The Hague University of Applied Sciences
Propedeuse Jaar, HBO - ICT · (2017 - 2018)

Fioretti College Lisse
HAVO, Hoger algemeen voortgezet onderwijs (Havo) · (2012 - 2017)