RESUME

Personal Information

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Education

2019 – present	Pre-master – Computing Science, University of Groningen
	Matlab / Java / C++ / Calculus
2017 – present	Bachelor – ICT Software Engineering, Hanze University of Applied Sciences in Groningen
	Class representative – student helper/adviser
	PHP / Java / Python / C / Algorithms
2014 – 2017	MBO – ICT application developer, Alfa-college – Groningen
	Class representative
	PHP / Java
2010 – 2014	Lower General Secondary Education(VMBO) – TL, Ubbo Emmius – Stadskanaal

Work experience

2020 6 months	Thales – Hengelo	thalesgroup.com

Intern OpenGL and web developer *(java / opengl / webgl)*
I did a research project into replacements of a HMI system for naval war ships.

2016 – 2019	Snowbyte – Nieuw-Buinen	snowbyte.nl

Owner *(PHP / python)*
Before I joined the university I helped many clients as a freelancer. I mostly build small php/wordpress websites. For two companies in (Assen and Rotterdam) I also joined there workspace for an extended period of time, instead of working remote.

2017 4 months	Panache – Groningen	panache.nu

Front-end web developer *(front-end)*
After the internship the company gave me the possibility to stay.

2017 3 months	Panache – Groningen	

Intern Web developer *(ruby / front-end)*
At this internship I extended there internal cloud toolbox with an analytics tool.

2016	5 months	UU-Games – Groningen	
		Intern Web / game developer *(front-end)*	
		In my second internship I build multiple websites.	

2015	6 months	Indietopia Medical – Groningen	indietopia.org
		Intern VR developer *(Unity3d / C#)*	
		During my first internship I build a VR demo project in Unity.	

Certificates and cources

2019	VWO – Wiskunde B: Night school math course at Deltion Sprint Lyceum Zwolle
	UCSanDiegoX - ALGS200x: Algorithms Design and Techniques
2018	HarvardX - PH526x: Using Python for Research
	UTAustinX – UT.9.01x: Effective Thinking Though Mathematics
	KULeuvenX - WISSx: Wiskunde voor (startende) studenten
	DelftX - QTM1x: The Quantum Internet and Quantum Computers
2017	MITx - 6.00.1x: Introduction to Computer Science and Programming Using Python
2016	Cisco CCNA Networking Fundamentals 98-366

What I am proud of

Custom OpenGL engine with Emscripten - https://github.com/timostrating/PokeWorld
To learn more about computer graphics I have made my own engine using OpenGL and Emscripten. I am currently building an procedural example project with it, that uses marching cubes and 3d LSytem trees to show a little planet. All textures are also replaced with a combination of many different procedural fragment shaders that use fbm, voronoi, white noise and sobel for edge detection.

In the best 1% worldwide of a mathematical coding challenge website – Project Euler -
github.com/timostrating/ProjectEuler
Mathematical/computer programming problems that will require mathematical insights and efficient code to solve the problems.

1st place at a Bachelor AI for Reversi competition – github.com/timostrating/reversi_ai
Our school held a competition where AI bots would battle each other in the game Reversi. We implemented a multi-threaded MiniMax algorithm with alpha beta pruning and made a very naive training system that we used to generate scores for the algorithm. We finished first out of the 25 groups that joined.

School project: Parkingsimulator – github.com/timostrating/parkingsimulator
During this school project I, together with one other person, transformed a simple JavaFx visualization into a full 2.5D game where hundreds of little cars can move around with AI.

Personal Competences and interest

Volunteer work:	I taught young children the basics of programming with Python and Scratch for more than a year around 2017. Every month a group of volunteers would organize a CoderDojo in Groningen. Children between the ages of 7 and 17 could learn here how to build websites, game and apps.

Interests:	Space, star photography, game development for the gameboy advance, water painting, HugelKultur and the original Pokemon

Languages:	Dutch	native speaker
	English	good