Amsterdam, The Netherlands
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Tahar Meijs

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I am a back-end software engineer interested in all things Java, microservices, and cloud. In my spare time, I love to work on side projects. It helps me develop myself and keep my skills up-to-date with the latest and greatest technologies.

Technologies and Languages

- Languages: Skilled in Java, very familiar with C++, JavaScript, and C#, experimented with Rust
- Technologies: Apache Kafka, Spring Boot, PostgreSQL, AWS, Git, MongoDB, Docker, Kubernetes
- Other: Data structures, algorithms, computer graphics, CI/CD with BuildKite and TeamCity

Work Experience

Software Development Consultant   **Deloitte**   **Sep 2020–Present**
Cloud engineering team   Amsterdam, Netherlands

- Developed a cutting-edge microservice-based digital lending solution for a large bank, reducing the time it takes to get approved for a loan by over 99%.
- Designed and implemented a data transformation microservice to aggregate, convert, and send partial JSON data as SQL tables to an Oracle Database over SFTP.

Software Development Analyst

- Implemented Java-based microservices using Spring Boot and Kafka.
- Created new functionality for an Azure-based chatbot for healthcare providers using Microsoft's Bot Framework.

Junior Programmer   **Sumo Digital**   **Sep 2019–Aug 2020**
Build engineering and automation team   Sheffield, United Kingdom

- Worked on PlayStation 5 launch title "Sackboy: A Big Adventure"
- Implemented a cross-platform, GPU-accelerated, automated video recording application.
- Designed and built a ReactJS-based unit testing dashboard with test results, history, statistics, video streams, and WebSocket client-server communication.

Placement programmer

- Developed in-house PC, PlayStation 4, and PlayStation 5 automated unit-testing framework for Unreal Engine 4.

Education

- **BSc. Creative Media and Game Technology,** Breda University of Applied Sciences, The Netherlands   **2016–2020**
  - Oral defence: 9.4/10, average GPA: 8.4/10.
  - Main focus on high-performance real-time computer graphics and game engines.
  - Worked with advanced C++ concepts for over 4 years.

Projects

- **Project Wisp** - Modern real-time ray-tracing engine using DirectX 12 and NVIDIA's RTX technology. Concepts include real-time rendering, Autodesk Maya integration, and photorealism. This project has been featured on [NVIDIA's website](#). View the source code on [GitHub](#).
- **Jadis** - A JVM (Java Virtual Machine) bytecode disassembler written in Rust. Written for fun and educational purposes. View the source code on [GitHub](#).
- **Dunlin -** In-browser panoramic video editor, powered by WebGL and ReactJS. Concepts include front-end design, rendering. View the source code on [GitHub](#).
- **Technical blogging** on my [personal website](#). Articles range from technical deep-dives to tutorials and side-projects.

Certifications and Courses

- **AWS Cloud Practitioner**   **2021**

Interests

- I am an avid motorcyclist and I love brewing my own beer.
- To keep my technical skills up-to-date, I frequently start new side projects for fun.