Dennis Brentjes

Curriculum Vitae

Education

2009–2012	**Bachelor of Science in Computer Science**, *Radboud University Nijmegen*.

Experience

08-2014/08-2015 **Web software developper**, *tweede gold internet*, Nijmegen.

Worked for 1 year as a web software developer. Worked mostly on 3d applications in the browser. This was done with WebGL and the Three.js framework. Also wrote some integration between native applications and node.js with help of the V8 framework.

Acquired skills
- Extended my knowledge of OpenGL and graphics programming in general
- Familiarized myself with both web JavaScript, node.js, and their ecosystem.

02-2017/02-2020 **Software developer**, *Sioux*, Eindhoven.
- 02-2017/12-2017: Junior Software Engineer
- 01-2018/06-2019: Medior Software Engineer
- 07-2019/02-2020: Senior Software Engineer

Worked as a software developer at Sioux, I was seconded to ASML Yieldstar for the full duration of my contract. Worked there a developer of the front-end application for the project. For the first 2 years I worked closely together with a Russian back-office and later a Romanian back-office. In the last year I functioned more as a front-office employee to the Romanian back-office, verifying requirements, preparing work, and testing the quality of the delivered products alongside further development on the project itself.

Acquired skills
- Working with a foreign back-office in both cooperative and leader roles.
- focusing on self-improvement by taking leadership and assertiveness training.

02-2017/02-2020 **Software Engineer**, *ASML Yieldstar Seconded from Sioux*, Eindhoven.

For ASML I worked on the Yieldstar project as a front end developer for the machine. The front-end consists of 2 parts. A live part which runs when the machine is in operation and displays the user with information about the current run. And an offline part which allows the user to edit the input for the machines.

As a front end developer we were responsible to take the specification made by the UX-team and review the specifications. Ask clarification from both the stakeholders and the UX-team and finally implement and test the product. This was done in a agile fashion.

The whole front-end was written in C# and WPF. We had begun to make a styled control library as the project had grown out of hand. I was in the lead to design a library that would be easy to use and develop. Together with a WPF expert in the Romanian back office we managed to come up with a first version. and slowly integrate it into the existing software. When I left we made a third revision with only minor changes and a lot of additions the the control library.

- Working for and within a large company with a large management structure.
- Managing software deliveries across teams boundaries.
- Working with a somewhat large code base (~600 projects)
- Learned the C# language with .NET and WPF framework including the layout language Xaml.

Miscellaneous

2009 - 2010 **Search engine developer**, *Argos VPRO*, Hilversum.

Was part of a initially extra curricular activity of building a specialized search engine for the leaked wikileaks documents. I was part of a 5 member group that build the search engine from scratch. Under supervision of the Huub Jaspers; research journalist of Argos VPRO.

Open-source interests

MXE   Mingw Cross Environment; is a project concerned with cross-compiling software for windows. I am an active user of this project for both small software projects that I want to compile for windows to building a larger project like DMP. I've also contributed some build scripts, like the one for cross-compiling libalure. An openal extension library that allows for loading some common audio formats like ogg and mp3 instead of only wav in openal

AvaloniaUI   Avalonia is a WPF/UWP-inspired cross-platform XAML-based UI framework providing a flexible styling system and supporting a wide range of Operating Systems such as Windows (.NET Framework, .NET Core), Linux (via Xorg), macOS and with experimental support for Android and iOS.
Discovered this project while working on the UI for Yieldstar, it works almost the same as WPF and is cross platform. They are even experimenting with deploying this as a webassembly target, unfortunately this is still not possible for any type of production software.

Computer skills

Basic	Java, php
Intermediate	python, LaTeX, Linux (Debian-based), Microsoft Windows, JavaScript
Advanced	C^{++}, C#

Languages

Dutch	Mothertongue	
English	Intermediate	*Conversationally fluent*
German	Basic	*Basic words and phrases only*

Interests

- Electric guitar	- Computer games
- Electronics design	- embedded programming