

EMPLOYMENT

Senior developer **Mind Candy (UK)** **August 2013 - Present**

Moshling Rescue! - iOS/Android/FB canvas match-3 game

- Launched Scala/Cassandra/Postgres backend service on AWS infrastructure
- Created proxy service and Unity (C#) code for integrating with Facebook canvas
- Performed extensive loadtesting and prepared for multi-regional rollout

Popjam - Creative social community for children

- Maintained highly functional Scala/Cassandra backend service on AWS infrastructure
- Implemented many features using, a.o., SQS, CloudSearch, Scalaz

Team lead / senior developer **Bodog - Riplife gaming technologies (ES)** **February 2010 - September 2012**

Poker Web Services and reporting

- Replaced legacy game server socket layer with Google protobufs
- Improved functionality and caching of game lobby servers
- Implemented poker web services for tournament and ticket functionality using JPA and EHcache
- Created player web services and new rake distribution model for new poker operator network

E-cash and bonus Integration API Web Service

- Developed and deployed multi-tiered clustered e-cash integration web service based on grizzly/jersey
- Implemented distributed session state module using membase
- Integrated with microgaming 3rd party gaming backend

Senior developer **Optimi - Acquired by Ericsson in 2011(ES)** **February 2007 - February 2010**

Afp / xNetHealing - Optimisation of 2G and 3G mobile networks

- Created in-house ORM solution, mapping Borland's VCL to STL
- Implemented parallel version of frequency planning optimiser, including real-time graphing
- Improved performance and stability of the GUI by using WinAPI code and Swing-inspired design
- Created a robust Java-C++ interoperability framework for integrating company platform components
- Instructor for C++, focused on training Java developers

OTHER EMPLOYMENT

Senior developer **Samson IT (NL)** **March 2005 - January 2007**

Implemented multi-lingual web application for travel agency operators, based on PHP/CodeCharge/MySQL

Senior software engineer **NCIM-groep - Corus (NL)** **November 2005 - March 2006**

Designed message oriented architecture for steel mill monitoring system, based on Delphi and Oracle

Developer **Viddel Network Solutions (NL)** **2002 - 2004**

Implemented low-level printer module in HPCL 3.0 for printing DNA test strips

Developer **Quince Intermedia (NL)** **1998-2002**

Improved algorithm for matching sights to national bicycle routes by a factor of ~36 using orthogonal projection

EDUCATION

Delft **Delft University of Technology** **1996 - 2004**

- MSc Parallel and Distributed systems, Grid computing
- BSc Computer science, thesis completed at Portsmouth university (UK)

TECHNICAL EXPERIENCE

Projects**August 2004**

- Farmers, demo of multi-user simulation game for the agricultural sector

ADDITIONAL EXPERIENCE

- Edx - Introduction to Functional Programming (Haskell), 2014
- Coursera - Principles of Reactive Programming, 2014
- Coursera- Functional Programming Principles in Scala, 2012
- Effective concurrency, Herb Sutter, Stockholm, 2010
- Sun Certified Java Programmer, 2005

LANGUAGES AND TECHNOLOGIES

- Scala, Java, C++, Haskell, Delphi/Pascal, PHP, JavaScript, Python, Prolog, PL/SQL, Lingo
- Eclipse, IntelliJ, Visual Studio, VIM, Delphi/C++-Builder, Spring, JPA, Maven, Jira, Crucible, Bamboo
- AWS - EC2, SQS, CloudSearch, S3, ElastiCache, ELB