Olivier Boeren

Software engineer

Olivier Boeren
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Skills

C# • ASP.NET • Vue.js 3 • Linux • Mongo DB • HTML 5 • CSS 3 •Typescript • Javascript • Docker • C++ • Unity 3D • Matlab

Experience

Wireheads Interactive / Game Programmer
JULY 2022 - PRESENT, REMOTE

As a programmer at Wireheads Interactive I worked on a dynamic tiling system for one of their projects.

Projects

Dutch Travelling Couple Blog / Fullstack Web Developer
JUNE 2022 - PRESENT

As a side project to build my portfolio I am developing a blog website from scratch for the Dutch Travelling Couple youtube channel. This is built using a Vue.js 3, Typescript and SCSS frontend with a C# ASP.NET backend using Mongodb and Minio as the database and content server. The blog website contains tools for managing and creating posts as well as a custom world map to find posts per country.

Quest2D / Frontend Web Developer
SEPTEMBER 2021 - JANUARY 2022, UTRECHT

For the final project of my bachelor's degree I, together with 11 other developers and 2 artists, built a web application to teach MBO students the basics of programming. This project was provided by 'Stichting Praktijk Leren' via Utrecht University. For this project, I worked on the front end. My most significant contributions were the rendering of the executed code, level loading and procedural generation of the terrain around the level to create a more interesting scene. For this, we used a Vue.js 3 and typescript frontend and Pixi.JS for the rendering engine.

Education

Technical University Eindhoven / Master in Data Science and Artificial Intelligence

SEPTEMBER 2022 - PRESENT, EINDHOVEN

Utrecht University / Bachelor Computer Science, Honours Program

SEPTEMBER 2019 - AUGUST 2022, UTRECHT

Imperative programming • Computer architecture and networks • Computer science project • Logic for computer science • Web technology • Databases • Data structures • Graphics • Modelling and system development • Image processing • Functional programming • Game Theory • Artificial intelligence •Concurrency • Algorithms • Interaction technology • Research methods for Computer science • Computational intelligence • Three dimensional modelling •Software project

University of Oslo / Computer Science, Erasmus+ exchange

JANUARY 2022 - JUNE 2022, OSLO - NORWAY

Introduction to Robotics • Semantic technologies • Norwegian for international students

Certification

Machine Learning / Coursera, Stanford University Online

AUGUST 2021 - SEPTEMBER 2021

During the summer break I wanted to learn more about machine learning. In the course 'Artificial intelligence' I learned about the general concepts, but not as much on the subject of algorithms. I, therefore, took this course by Stanford University Online on Coursera.

Certificate:

https://www.coursera.org/account/accomplishments/certificate/4V48GW2A9L6Z