

Daniel Vonk

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in daniel-vonk

Experience

C++ Software Engineer, KDAB, London, UK. **Nov 2021-**

A spin-out of the Linux *KDE* project, KDAB provides C++/OpenGL/Qt training and consulting services. During my time there, I contracted for firms in several different industries (medical, industrial), where I helped clients upgrade their codebases to modern C++, resolve performance issues, as well as engineer new features.

Internship, Nuance Communications [now Microsoft Corp.], Aachen, Germany. **Sep 2018–Sep 2019**

Performed testing and validation (e.g. writing BNF grammars) for various NLP products for use in automotive sector.

Education

Computer Science B.Sc.(Hons), RWTH Aachen University, Germany. **Oct 2017–Aug 2021**

- Bachelor's thesis (at dept. for Virtual Reality): *Simulation of Realistic Crowds in Virtual Environments by Means of Influence Maps and Visitor Patterns*
- Contributed to open-source university research projects incl. for HoloLens augmented reality headset.

A-Levels (Maths/Physics/Computing), Godalming College, Surrey, England. **2016**

Technologies

Systems: C++ *Good knowledge of (modern) C++ language and library features as well as current design philosophies.*

Scripting: Python *Preferred scripting language for one-off tasks e.g. parsing log files*

Tools: Git, CMake

Languages

English: Native

German: Fluent *holds C1 certification*

Interests

Hobbies: open-source contributions, learning new programming languages (e.g. Haskell, ReasonML) and creating them (see GitHub), distro-hopping on Linux