CURRICULUM VITAE
Rico Huijbers

Personalia

Name	ir. E.A.M. Huijbers (Rico)
Date of birth	May 10, 1982
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Web	http://rix0r.nl/
Nationality	Dutch
Languages	Dutch, English (fluent),
	German (basic)
Education	Computer Science (M.Sc.)

Background

From the moment I saw my first computer – I was 8 years old and they had just bought a Commodore 64 at my friend's house – I was fascinated by that magical device that could show all kinds of games on its screen, and could be programmed as well. Since that time, I've owned various computers, and have dedicated myself to understanding and controlling these mechanical beasts of burden. I started programming at age 10 on that very same Commodore 64, and eventually got my master's degree in Computer Science at the technical university in Eindhoven.

I consider myself to be a generalist and a learner. I am curious by nature and constantly strive to improve myself through courses and self-study, trying to learn new tools and techniques whenever possible. Familiarity with various toolkits and programming paradigms brings a large toolbox of experience to draw from when constructing a new solution, and familiarity with related fields such as systems administration and user interface design leads to a better appreciation of an application's nonfunctional requirements. Additionally, having grown up with programming in lower-level languages, I have a good grasp of how things work under the cover of higher-level abstractions.

In a professional setting, I have a hands-on attitude and get result quickly. When problem-solving, I prefer starting out with an initially simple solution in order to better understand the problem at hand, and iterate on that.

Skills

Technical I have a lot of programming experience, both from professional work and programming done in my spare time. I have experience in desktop GUI programming, web development (server side and client side), embedded programming and (2D) games programming. I also have affinity with systems administration, both on Windows and Linux, and an eye for graphical work and interface design. I have good object-oriented design skills, as well as strong debugging and problem solving skills. In my work, I try to raise the level of abstraction at which the development is done, and hence am a big proponent of model-driven development and routinely use automation and code generation to save effort.

Personal I am a good communicator and a strong writer, and generally easy to be around. I can work very well independently and need little supervision, but also love working in a team. I love helping my colleagues out with problems and generally sharing my experiences, either in the form of presentations or personal advice. I am told I am an enthusiastic and clear presenter, and I love when my opinions are challenged and a good discussion ensues. I'm active outside of work as well, having personal projects and participating in developer meet-ups and working groups.

Work Place

I am looking for a work environment where I will have varied responsibilities (from feature planning to design to development to coaching), and the freedom to take care of these responsibilities using my best judgment. Where progress is valued over process, initiative for change is welcomed, and employee development is encouraged.

Interests

Machine learning, distributed and parallel programming, computer networks, web development, language oriented programming, domotica, human-machine interaction.

Curriculum Vitae
Rico Huijbers

Work Experience

	Work experience		**Education**/**Other**

Google

Python
Large-scale
Systems

Google (Dublin)
Site Reliability Engineer

SRE in Web Search. Designing, monitoring and automating the management of large-scale service infrastructure, and emergency response.

2014

Sioux Weekend of Code (2013)
Organized company offsite with Machine Vision challenge.

Coursera Machine Learning
Achieved 100% score.

SIOUX

iOS
Android

JavaScript
PHP/MySQL

Java/C++/
JNI

C++/Qt
ARM/Linux
JavaScript

C#/WPF/
W7

Java/GWT/
Web

Sioux Embedded Systems
(Sr.) Software Engineer

Various Smaller Projects
Helping out other project teams with tracking down bugs, doing design, implementing small features.

ASML (Veldhoven)
Improving speed and "AJAXification" of PHP application.

JVH Games (Tilburg)
Development of next-generation gaming framework for slot machines. Responsible for Java/C++ message passing interface.

Macawi (Eindhoven)
Research, prototyping of embedded UI for mobile ventilator. Developed automated UI tester using Qt/JavaScript.

Philips HealthCare (Best)
Development of UI for mobile X-ray device, with low-level networking and high-performance video. Code generation initiatives.

ASML (Veldhoven)
Lead developer (mentoring one junior colleague) on rich internet app for CS department.

2013

CodeGen Conference
Challenged the Language Workbench Challenge using Lisp.

Persoonlijk Leiderschap
Personal effectivity training.

Graduation Supervisor
Mentored graduation student in image recognition project.

Vim Boot Camp
Gave evening course on the best editor in the world.

2012

LASER Summer School
A week of lectures from Programming Language experts.

D Programming Language (training)

Goed Waarnemen, Juist Interpreteren, Effectief Communiceren (communic. training)

Software Architecture in a Systems Context
Architecture master classs by Gerrit Muller.

2011

Sioux Weekend of Code (2011)
Organized company offsite with Android challenge.

Scala Programming Language (training)

JavaScript Boot Camp
Gave evening course on modern web programming.

2010

Train de Trainer (coaching and presenting training)

xelmedia

PHP/MySQL
JavaScript
Linux

Xel Media (Utrecht)
Freelance Web Developer

Sole Web Developmer for various tools: ordering domain names via SMS; .eu domain grab during sunrise and landrush; customer Control Panel and financial administration

2007-2009

Oskomera (Deurne)
Freelance Developer

Lead developer for custom data conversion of CAD software during SAP rollout.

2006

PHP/MySQL
JavaScript

Earlier Work
Freelance and Secondment

Many smaller (web) development jobs as a student.

2000-2005

Eindhoven University of Technology
Computer Science

Graduation project: complexity scalable encoding of H.264 video (paper published in ICCE), in C++.

Technology

Languages/ Environments	Excellent	JavaScript, Python, C#, Java, PHP, HTML/CSS, SQL, Pascal/Delphi, LAMPP, Windows, Linux, Subversion
	Strong	C, C++, XQuery, Visual Basic, WPF, GWT, Node.js
	Familiar	Scala, D, Haskell, Eiffel, Clojure, Lua, Qt, JNI, Android, Git, Microcontrollers
Domains		Embedded Development, Web Development, GUI Programming, 2D Graphics, Socket programming, Information Systems, Systems administration,
Processes		Scrum, Continuous Integration, Automated Testing, Code Generation