

Danny Hendrix

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🌐 <http://about.dannyhendrix.com>

Experience

ASML lithography (Design Engineer)

Feb 2016-present

- Responsible for wafer alignment software
- Increased wafer throughput through software optimization
- Designed and implemented software improvement to reduce wafer rejection
- Integrated new temperature hardware unit in existing software framework

Philips Lighting / TNO-ESI (MSc thesis)

Feb 2015 - Aug 2015

- Defined methods to apply model-based analysis techniques for system robustness against unreliable environments
- Detected unexpected behaviour in Philips connected office lighting systems by introducing and applying model-based analysis techniques

Dutch police department (Intern)

Feb 2013 - Jul 2013

- Development of topic-based professional search software
- Made existing topic-based search algorithm applicable to short documents through modifications derived from the basic principles of information retrieval
- Build software to find Twitter messages related to domestic violence

Freudenthal institute - Utrecht University (Intern)

Feb 2012 - Jul 2012

- Developed mobile apps for iOS and Android to inspect student results
- Project was extended with second assignment due to fast progress
- Successfully ported existing mathematical learning software written in Java to mobile platform
- Developed formula editor to insert and edit mathematical formulas using the touch panel of mobile devices

Personal

- Build game engine for the web, aimed at limiting rendering. Engine allows for a large number of game objects without hurting performance
- Presented results of webgame development in Dart at the Dart dev summit 2016, Google Munich
- Full development of the web- and Andoid- game TeamX

Education

MSc, Computer Science (Radboud University, Netherlands)

- Build compiler with support and type checking for polymorphic higher-order functions
- Build Microsoft Windows extension to authenticate with IRMA smart-card
- Build creditcard-like application for smart-cards

BSc, Computer Science (HAN University of Applied Sciences, Netherlands)

- Build multi-modal travelling app for Android and connected server services, commissioned by CGI
- Build drawing application for Microsoft Surface table
- Build energy and water consumption monitoring website for European laundries, commissioned by the European Union

Skills

Computer languages in order of competence:

Dart, C#, Java, Python, JavaScript, Html, CSS, Php, SQL, C++, C, Haskell

Other:

Uml, Git, Scrum

Human languages:

Dutch, English, German