

# Danny Hendrix

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🌐 <http://about.dannyhendrix.com>



## Experience

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### ASML lithography

**Design Engineer** *Feb 2016-present*

- Responsible for wafer alignment software for Yieldstar metrology tool
- Designed and implemented software improvements to reduce wafer rejection caused by aligning
- Increased wafer throughput with software optimizations

### TNO-ESI / Philips Lighting

**MSc thesis** *Feb 2015 - Aug 2015*

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

### Police district Gelderland Netherlands

**Graduation intern** *Feb 2013 - Jul 2013*

- Development of topic-based professional search software
- Studied the basic principles of information retrieval in my personal time and applied these principles to modify existing topic-based search algorithm to make it applicable for short documents
- Build software to find Twitter messages related to domestic violence in an index containing 20 million tweets

### Freudenthal institute - Utrecht University

**Intern** *Feb 2012 - Jul 2012*

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

### Personal projects

- Build numerous webgames in Dart while the language was still in development
- 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 as lighting talk at the Dart dev summit 2016, Google Munich
- Full development of the game TeamX, playable at <http://www.dannyhendrix.com/teamx>

## Education

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### Radboud University

**MSc Computer Science** *Sept 2013 - Sept 2015*

- 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

### HAN University of Applied Sciences

**BSc Computer Science** *Sept 2009 - Sept 2013*

- 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

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### Computer languages

- C# +++
- Java +++
- C++ +
- C +
- Python +++
- Haskell ++

- Html +++
- CSS +++
- JavaScript +++
- Dart +++
- Php +++

- SQL +++

- Uml ++
- Git ++

### Human languages

- Dutch +++
- English +++
- German ++