

Olivier BOEREN



ABOUT ME

I am a software engineer who enjoys solving complex problems, particularly those related to graph theory, procedural generation, and algorithmic design. As such, I would like to work in an environment where I am frequently faced with fun and challenging new problems to solve.

CONTACT DETAILS

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PERSONAL INFORMATION

Birthdate: **23 January 1999**
Languages: **Dutch, English**

SKILLS

- C++, Python, C#
- Boost, CGAL
- Pytorch, Pandas, Numpy
- Git, CI/CD
- Linux, Docker
- Datadog
- Communication and team collaboration

CERTIFICATIONS

- Machine Learning by A. Ng
- Cambridge English (CAE)

EXPERIENCE

DEVOPS ENGINEER at *Prodrive Technologies* **2022.10–2023.10**

- ◇ Researched different Application Performance Monitoring (APM) Software solutions and decided on the new APM solution.
- ◇ Migrated the APM with minimal effort necessary from the different product teams using auto profiling.
- ◇ Technical responsibility for the Application Performance Monitoring software.

GAME PROGRAMMER at *Wireheads Interactive* **2022.07–2023.10**

- ◇ Helped with the initial phase of developing a serious game.

TEACHING ASSISTANT at *Utrecht University* **2022.08–2023.08**

- ◇ Assisted students in the Games and simulation module of the U-talent program. Where they needed to implement a simulation and develop a game using Unity 3D.
- ◇ Assisted with supervising students during various modules

EDUCATION

MSC. DATASCIENCE AND AI • *TU Eindhoven.* **2022–current**

- ◇ Expected to Graduate in *April 2025*
- ◇ A focus on Machine learning/AI and algorithms
- ◇ Thesis topic: *Relay Node Placement Problem*

BSC. COMPUTER SCIENCE • *Utrecht University* **2019–2022**

- ◇ Followed courses from the "Software Technology" and "Algorithms" track
- ◇ Completed the Science Honours Academy program

ERASMUS, COMPUTER SCIENCE • *University of Oslo* **2022–2022**

- ◇ Studied at the University of Oslo as part of the Erasmus Exchange Program
- ◇ Courses in robotics, semantic web and Norwegian

PROJECTS

RELAY NODE PLACEMENT PROBLEM DATA GENERATOR • *Master Thesis*

- ◇ Software for generating test cases for the Relay Node Placement Problem
- ◇ Procedurally generated terrain, and river deltas
- ◇ Usage of Open Street Map data for road networks
- ◇ Sampling sensor locations from placement likelihood on underlying terrain

RELAY NODE PLACEMENT PROBLEM ALGORITHMS • *Master Thesis*

- ◇ Implementation and comparison of eight different algorithms
- ◇ Compared using different metrics to quantify the approximation quality
- ◇ Includes a framework for easily adding new algorithms to the comparison

HOBBIES

Game Programming, 3D printing, Miniature painting, Cocktail mixing