

Tom Rijnbeek

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Skills

I have experience in several programming languages (e.g. C#, Java, TypeScript) and pick up new languages quickly. I work on several open source projects in my free time.

I am able to work together with others well, playing a proactive role in deciding goals and making technical and architectural decisions.

I speak and write Dutch natively and English fluently.

Experience

QuTech / Senior software engineer

March 2022 - Present, Delft, United Kingdom

As part of the Software Development Support Team I advocated software practices both within my team, as well as across the organisation. By taking ownership, I managed to introduce structure in projects, such as project planning and designs, documentation, and clearer deliverables in a complex research focussed environment. At the same time, I filled in the gaps in infrastructure development and maintenance (e.g. k8s, Terraform, Helm).

Google / Senior software engineer

February 2016 - February 2022, London, United Kingdom

As senior software engineer, I am responsible for implementation, design, and architectural decisions. I have developed myself into a proactive Tech Lead within a team that regularly tackles complex problems across verticals. I champion code quality and long-term solutions within my team, and host training and events focussing on these topics.

Dominating12.com / Web developer

2012 - Present, Remote

Dominating12.com is a gaming website where people can play Risk. For several years I have worked as a volunteer programmer and server administrator. Due to an outdated backend, I was hired together with a colleague to completely rewrite the website, and have maintained the server ever since.

Roche Fusion / Gameplay programmer

September 2013 - May 2015, Remote

The game — [Roche Fusion](#) — was released on Steam on January 23 2015, and was met with overwhelmingly positive reception. In this project I was responsible for gameplay (e.g. full procedural generation, intelligent enemy behaviour, extensible achievement system) & audio programming (I wrote a completely custom-built audio engine), on top of co-leading the project.

A-Eskwadraat / Committee member & secretary

April 2012 - June 2015, Utrecht, The Netherlands

A-Eskwadraat is a study association within Utrecht University focusing on the beta sciences. As committee member, I organised activities for computer science students, including a yearly programming contest to introduce students to participate in [ICPC](#) (programming contests) preliminaries, and organised the 2012 Benelux preliminary BAPC.

Utrecht University / Teaching assistant

September 2011 - August 2014, Utrecht, The Netherlands

Teaching assistants lead working sessions with students, helping them with making theoretical and practical assignments and grading them. I have been a teaching assistant for various courses, such as game programming, databases, and computer graphics.

Utrecht University / Project lead

September 2012 - February 2013, Utrecht, The Netherlands

I was project lead for a university software project for a team of nine people. I managed communication between the two divisions, supervised the projects, met with the client, and acted as scrum master, mediator, and chairman.

Education

Utrecht University / MSc Computer Science, Game & Media Technology

September 2013 - August 2015, Utrecht, The Netherlands

GPA 4.00 - Cum Laude

Master thesis: [Continuous Voronoi Games on Graphs with Multiple Opponents](#)

Utrecht University / BSc Computer Science, Game Technology

September 2010 - August 2013, Utrecht, The Netherlands

GPA 4.00 - Cum Laude

Utrecht University / BSc Mathematics

September 2010 - August 2013, Utrecht, The Netherlands

GPA 4.00 - Cum Laude

CS Vincent van Gogh / Grammar school (VWO)

September 2004 - July 2010, Assen, The Netherlands