

Danny Hendrix

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Education

MSc, Computer Science Radboud University

Nijmegen, Netherlands Aug 2015

BSc, Computer Science HAN University of Applied Sciences

Arnhem, Netherlands Aug 2013

Skills

Computer languages in order of competence:

C#, Dart, Python, PowerShell, JavaScript, TypeScript, React, Html, CSS, Php, Flutter, Andriod, SQL, Java, C++, C, Haskell

Other:

Uml, Git, Scrum, Azure, Bamboo, BitBucket, SonarQube, NuGet, Chocolatey, Puppet, dotCover, dotMemory, Grafana, Docker

Human languages:

Dutch, English, German

Experience

ASML Lithography - Silicon Valley Sr. DevOps Engineer *San Jose, CA United States Feb 2021 - present*

- Product owner continues integration for all HMI products
- Successfully migrated existing on-prem infrastructure to Azure
- Set up monitoring of integration pipeline with Grafana and Prometheus
- Deployment of docker containers for isolated build and test environments
- Implementation and management of Azure pipelines
- Implementation of SonarQube static analysis in existing pipeline

ASML Lithography - Silicon Valley Sr. Design Engineer *San Jose, CA United States Feb 2020 - Feb 2021*

- Product owner Software quality improvements
- Scrum master and leading role in User Interface team of 14 members
- Lead engineer C# competence group
- In charge of training for software development department
- Advising role in product releasing and deployment

ASML Lithography - Silicon Valley Design Engineer *San Jose, CA United States Apr 2018 - Feb 2020*

- Responsible for software design and implementation of hardware controlling software components in DotNet
- Reduced software overhead by scheduling hardware actions asynchronous, resulting in 40% wafer throughput gain
- Matured software production in startup environment to support large scale production
- Provided training in software department for software quality topics
- Increased software quality and maintainability by introducing automated testing. Point of contact for automated testing

ASML Lithography Design Engineer

Eindhoven, Netherlands Feb 2016 - Apr 2018

- Responsible for wafer alignment software written in DotNet
- Increased wafer throughput through software optimization
- Designed and implemented software improvement to reduce wafer rejection
- Responsible for software design and implementation of hardware controlling software components
- Onsite factory support at customer

Philips Lighting / Embedded System Innovations by TNO MSc thesis

Eindhoven, Netherlands Feb 2015 - Aug 2015

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

Dutch Department of Law Enforcement BSc thesis

Arnhem, Netherlands Feb 2013 - Aug 2013

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

Freudenthal Institute - Utrecht University Intern

Utrecht, Netherlands Feb 2012 - Aug 2012

- Successfully ported existing mathematical learning software written in Java to mobile platforms
- Developed formula editor to insert and edit mathematical formulas using the touch panel of mobile devices with Android and IOS

Projects

TeamX game - Full development of the web- and Andoid- game TeamX in Dart

3D Race game - Full development of 3d race game in Dart, containing a custom build 3d engine in WebGL, and AI for computer players

Web games - Developed game engine for the web, aimed at limiting rendering. Engine allows for a large number of game objects without hurting performance. Developed multiple webgames in the Dart programming language. Presented result at the Dart dev summit, Google Munich 2016

Compiler - Developed compiler with support and type checking for polymorphic higher-order functions in Haskell

IRMA windows authentication - Developed Microsoft Windows extension to authenticate with IRMA smart-card

Creditcard - Developed creditcard-like application for smart-cards in JavaCard, including security protocols

Multi-modal travel app - Developed multi-modal travelling client app for Android and connected server services in Java and DotNet, commissioned by CGI

Surface collaberal drawing - Developed network collaborative drawing application in DotNet for Microsoft Surface table

European laundries - Developed energy and water consumption monitoring website in Html and Php for European laundries, commissioned by the European Union