

# Danny Hendrix

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🌐 <http://www.dannyhendrix.com>

## Experience

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**ASML Lithography - Silicon Valley** (Design Engineer) *San Jose, CA United States* 2018 - present

- Responsible for software design and implementation of hardware controlling software components
- Reduced software overhead by scheduling hardware actions asynchronous
- Matured software production by introducing collaboration tools
- Increased software quality and maintainability by introducing automated testing. Point of contact for automated testing

**ASML Lithography** (Design Engineer) *Eindhoven, Netherlands* 2016 - 2018

- Responsible for wafer alignment software
- 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
- Flown to customer to provide onsite factory support

**Philips Lighting / Embedded System Innovations by TNO** (MSc thesis) *Eindhoven, Netherlands* 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 Department of Law Enforcement** (BSc thesis) *Arnhem, Netherlands* 2013

- Developed 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
- Developed software to find Twitter messages related to domestic violence

**Freudenthal Institute - Utrecht University** (Intern) *Utrecht, Netherlands* 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

### Personal

- Developed 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

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**MSc, Computer Science** Radboud University *Nijmegen, Netherlands* 2015

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

**BSc, Computer Science** HAN University of Applied Sciences *Arnhem, Netherlands* 2013

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

## Skills

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**Computer languages in order of competence:** C#, Dart, Python, JavaScript, Html, CSS, Php, SQL, Java, C++, C, Haskell

**Other:** Uml, Git, Scrum

**Human languages:** Dutch, English, German