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

Other:

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

Human languages:

Dutch (Native), English, German

Experience

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

- Lead Engineer of cross reginal team for Source Code Management (SCM), supporting four geographical development sites.
- Product owner for continues integration of all HMI products
- Developed a unified build tools framework in PowerShell by generalizing the build script across multiple projects
- Successfully migrated on-premises automated build and testing infrastructure to Azure
- Set up monitoring of integration pipeline using Grafana and Prometheus
- Deployed Linux Docker containers for isolated build and test environments
- Implementation and management of Azure pipelines
- Implementation of SonarQube static analysis and software quality gates in existing delivery pipeline

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

- Product owner Software quality improvements
- Effectively managed a cross-regional team of 14 engineers
- Lead engineer C# competence group
- In charge of training within software development department
- Advising role in product deployment and releasing

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
- Enhanced software quality and maintainability by introducing automated testing in simulation. 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 locations

Philips Lighting /   MSc thesis   *Eindhoven, Netherlands   Feb 2015 - Aug 2015*
Embedded System Innovations by TNO

- Defined methodologies 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
- Enhanced existing topic-based search algorithm applicable to short documents through modifications derived from the basic principles of information retrieval
- Developed software to identify and retrieve Twitter messages related to domestic violence

Freudenthal Institute - Utrecht University   Intern   *Utrecht, Netherlands   Feb 2012 - Aug 2012*

- Efficiently migrated existing mathematical learning software, originally written in Java, to mobile platforms
- Designed and implemented 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" using the Dart programming language

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 web games, optimized for 2d rendering and capable of handling large number of game objects without hurting performance. 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