



# TIM TRUSSNER

Software Engineer

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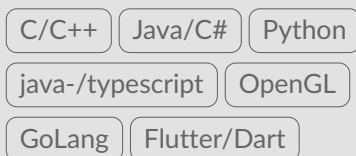
## SKILLS

Mathematics

Strong foundation in

- Calculus
- Linear algebra
- Probability and statistics

Programming



Ai

- Created a neural network library from scratch.
- Deep understanding of machine learning fundamentals.

## AWARDS

KNAW Onderwijsprijs  
First place (national)

📅 2015

School research project into neural networks and artificial life. [rb.gy/a12ogj](https://rb.gy/a12ogj)

KHMW Profielwerk-  
stukprijs First place  
(regional)

📅 2015

Also for my school research project. [rb.gy/hgqals](https://rb.gy/hgqals)

## LANGUAGES

Dutch: Native

English: Full professional proficiency

## ABOUT ME

I specialize in low-level C++ and OpenGL programming, as well as high-level front end development. I'm passionate about creating elegant, streamlined systems. Unnecessary complexity? No thanks, I'm allergic.

## EXPERIENCE

Software Engineer | CICT Innovations

📅 01 2019 - 08 2022

📍 Veenendaal, Utrecht

- Created simulation software for warehouses, first using Java, then using C++ and OpenGL.
- Developed 3D pallet visualization software using TypeScript and WebGL.
- Designed and implemented a real-time warehouse overview interface, including pallet location tracking. In C++ and C#.

Software engineer | ImproCoaching 4U

📅 08 2022 - now

📍 Utrecht, Utrecht

- Created and published a coaching app where users can break down their main goals in life into smaller goals.
- Implemented an Ai virtual coach that helps planning your life.
- Frontend in Flutter and backend in GoLang.

## EDUCATION

Pre-university education (VWO) | Coornhert Lyceum

📅 2007 - 2015

📍 Haarlem, Noord-Holland

Bachelor Mathematics | TU Delft

📅 2015 - 2020

📍 Delft, Zuid-Holland

## PROJECTS

Football Evo | 2015 🌐

📍 <https://buddhaman.itch.io/football-evo>

A simulation where players controlled by neural networks learn how to play football using evolutionary algorithms.

EvoDraw | 2021 🌐

📍 <https://buddhaman.itch.io/evo-draw>

A game/simulation where user-drawn creatures learn to walk using neural networks.

- Implemented the project from scratch using C and OpenGL, without using any pre-existing AI libraries.