

Martijn F. W. van der Veen

PERSONAL

Born: 4th August 1989
Amsterdam (Dutch Nationality)
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PROFESSIONAL EXPERIENCE

Co-Founder at Zazzy, Amsterdam, The Netherlands

March 2013 - Present

Building an end-to-end platform for easily designing and personalising products. Build on top of professional 3D printing services. Full platform includes easy design wizard, custom e-Commerce platform, production, assembly, and drop-shipping.

- Hired and built a team of 8+ people
- Raised angel capital (from founders of eBuddy, Hyves, vakantievelingen, a.o.)
- Introduced 3D printing to Dutch market together with HEMA (largest Dutch non-food retailer)
- Developed state-of-the-art software for custom product design: on-the-fly printable 3D models and instant photo-realistic renders, converting customer images into producible products
- Designed and set up scalable render farm
- Part of Rockstart Accelerator 2013

Technologies: Django, Blender, OpenCV, Python (NumPy, Scrapy, Flask), MySQL, MongoDB, Docker, Wercker (CI), Sentry, PHP, REST APIs, websockets, Google Cloud Platform, Azure Cloud, Kissmetrics, 3D printers, CAD design

Engineer (Volunteer) at The Things Network, Amsterdam, The Netherlands

August 2015 - Present

Building a crowd-sourced open data-network for the Internet of Things

- Implemented main website & community portal
- Worked with team on global expansion (global community, global network)
- Built first prototype (featured on Dutch national news)

Technologies: Django, Docker, Arduino, C, Go

Engineer at Stichting Studiebegeleiding Leiden, Leiden, The Netherlands

August 2009 - March 2013

- Designed and implemented main websites and internal tools
- Managed online advertisement campaigns

Technologies: PHP, MySQL, Python, VBA

TECHNICAL SKILLS

- Solid Experience in Computer Vision (3d reconstruction, depth vision, image processing) and Computer Graphics (3D models, rendering engines), DevOps (cloud / server setup & management, CI), Web Development (Backend, some Frontend), Artificial Intelligence / Machine Learning, Algorithm design
- Computer languages: C, C++, Python, Java, JavaScript, PHP, SQL, PROLOG
- Solid Experience with Tools/Libraries: Unix/Linux and CL, git, Matlab, OpenCV, OpenGL, PCL, Django, Flask, Blender, NumPy, MySQL, MongoDB, Docker, Wercker (CI), Sentry, REST APIs, websockets, Google Cloud Platform, Azure Cloud, Arduino, 3D printers
- Some experience (*side-project, book, mooc*): Go, Scala, Ruby, Clojure, Erlang, Meteor, ReactJS, Unity3D, GPUs, VHDL

EDUCATION

University College London, London, United Kingdom

MSc. Computer Graphics, Vision and Imaging (with distinction)

September 2011 - September 2012

Dissertation topic: Automatic 3D reconstruction of difficult outdoor scenes

University of Amsterdam, Amsterdam, The Netherlands

BSc. Artificial Intelligence (with distinction, with honour)

September 2008 - August 2011

Dissertation topic: Autonomously navigating drones (trained with reinforcement learning)

University of Technology Delft, Delft, The Netherlands

Electrical Engineering (half of BSc; extra during BSc AI)

September 2009 - August 2011

Eerste Christelijk Lyceum, Haarlem, The Netherlands

Grammar school (Gymnasium) - Nature and Technology & Nature and Biology

September 2002 - July 2008

HOBBIES AND INTERESTS

I enjoy DIY projects which combine creativity, electronics and software. I have been a member of various so-called 'hackerspaces' or 'makerspaces' that facilitate the birth, making and sharing of new, creative (often technical) ideas. I love solving difficult challenges, but with a purpose.

From September 2012 - September 2013 I was **Board member** (vice-chairman) of Student Association Liber Amsterdam, responsible for organisation of activities for 100 members.