



Maarten Wessels

Software Engineer

Profile

Enthusiastic and passionate software engineer with experience in mobile app development. A team player with great problem solving skills. Creating innovative applications that are designed for care groups (elderly, people with dementia and people with mental or physical impairment).

Employment History

Software Engineer at Embedded Fitness, Helmond

February 2018 — Present

Lead developer at several projects concerning innovation, healthcare and education. As well as researching new technologies and developing ideas to products (both software and hardware).

Embedded Fitness focuses on innovative applications of interactive movement that connect with the perception and possibilities of the target group (people with mental and/or physical impairment).

- **Lead developer** for the SmartClips, Luisterfiets and Praatpaal.
- **Mobile app development** with Flutter and Dart for Android.
- Back-end development with Java and C#.
- Mobile app concepting and creation of user interfaces.
- **Embedded software** development with C++ and using Arduino with C.
- Customer support and product demos
- Game design and game development (Unity).

Internships

Software Engineer (intern) at Embedded Fitness, Helmond

August 2017 — February 2018

NFC check-in system and network back-end (with Java) for all interactive applications and products of Embedded Fitness.

Developer (intern) at Utomik, Eindhoven

September 2014 — February 2015

Auto detection software for game installations using C# and C++.

Education

Bachelor of Science, Fontys Hogescholen, Eindhoven

2011 — 2018

- Major: Software Engineering
- Minor: Game Design & Technology

Details

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Date of birth

23-11-1992

Skills

Flutter

Android Development

iOS Development

Java

C#

C++

C

User Interface Design

Unity

Game Development

Game Design

SCRUM

Hobbies

Innovation and tech

Football (PSV)

Running

Gaming

Photography