

CONTACT INFORMATION	Zurich, Switzerland	<i>E-mail:</i>	paul@lammertsma.dev
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CURRENT EMPLOYMENT	Developer Relations Engineering Manager Google		
CITIZENSHIP	USA & Netherlands		
PROFESSIONAL EXPERIENCE	Google, Zurich, Switzerland 2019 to present <i>Developer Relations Engineering Manager</i> <ul style="list-style-type: none"> Leading a team of Developer Relations Engineers in key product areas <i>Senior Developer Relations Engineer</i> <ul style="list-style-type: none"> Driving partner success in key market verticals in <i>Android TV</i> and large screen devices (tablets & foldables) <i>Developer Advocate</i> <ul style="list-style-type: none"> Supporting technical integrations for <i>Wear OS</i> and <i>Android TV</i> Building and supporting developer communities Delivering conference presentations and workshops Leading a team of Developer Relations Engineers in my product areas 		
	Pixplicity, Utrecht, The Netherlands & New York City, NY 2010 to 2019 <i>Co-founder & Chief Technology Officer</i> <ul style="list-style-type: none"> Creative tech agency, Dutch private limited Role: <ul style="list-style-type: none"> Engineering lead Technical innovation & R&D Client acquisition & stakeholder management Product ownership role in agile Development of technological solutions for companies including <i>Nixon, AGIS Zorgverzekeringen, Daimler AG, Consumentenbond, Parkmobile Group</i> and <i>Telegraaf Media Group</i> <ul style="list-style-type: none"> Mobile development in Android SDK, NDK & AOSP using Android Studio or IntelliJ platform; Cordova Front-end development in Angular, Polymer, ECMAScript (ES9) Google Cloud Platform: App Engine, Cloud Functions/Storage/SQL Firebase: Database, Auth, Storage, Functions Machine learning: TensorFlow IBM Watson NLU, STT, TTS, API Connect Hardware design and assembly including PCB design, assembly, firmware Speaker at many internationally renown mobile conferences Led workshops and trainings for public speaking and technical training Agile development with the scrum methodology 		

	Indie dev of Cryptogram 2017 to present <p><i>Independent developer</i></p> <ul style="list-style-type: none"> • Popular Android game with over 3M installs, 4.7 star rating and \$60k revenue • Modern technology stack using Kotlin, Google Analytics, AdMob and Firebase with projection trending, modeling and predictions
	CrimsonBase, Utrecht, The Netherlands 2007–2014 <p><i>Co-founder & software engineer</i></p> <ul style="list-style-type: none"> • Bioinformatics company, Dutch private limited • Responsibilities: <ul style="list-style-type: none"> * Desktop bioinformatics software engineer using Standard Widget Toolkit (SWT), Java Native Interface (JNI) and Java Native Access (JNA) * Full-stack developer of corporate website, webshop and software licensing server • Development of genetic research application <i>QuickGene</i> <ul style="list-style-type: none"> * Cross-platform delivery with automatic updating and bulk licensing * Feature-driven development
	Leerwinkel.nl, The Hague, The Netherlands 2011 <p><i>Full-stack developer</i></p> <ul style="list-style-type: none"> • Full-stack developer of webshop <ul style="list-style-type: none"> * ASP.NET with MVP, VB.NET & MSSQL * Continuous integration using Jenkins with automatic deployment onto a staging environment • Integration of payment providers and distribution and logistics services
PROFESSIONAL SKILLS	<p>Technical expertise: Java, Kotlin, Python, ECMAScript (ES9) / JavaScript, C#, C, C++, PHP, VB.NET, GQL, SQL & SQLite, MySQL, MSSQL, HTML & CSS.</p> <p>Mathematical expertise: Linear algebra, probability, random variables, stochastic processes, Euclidean geometry, Newtonian mechanics, neural networks.</p> <p>Research interests: Image processing, computer vision, scene analysis, mobile user interfaces, mobile human interaction, machine learning.</p> <p>Familiarity with feature-driven agile development and the scrum methodology.</p> <p>Client acquisition, expectation management and engineering leadership.</p>
EDUCATION	Utrecht University, Utrecht, The Netherlands 2003–2011 <p>M.Sc., Game and Media Technology (not completed) August 2011</p> <ul style="list-style-type: none"> • Thesis Topic: <i>User-aware sensor-based interaction with handheld mobile devices</i> • Area of Study: Multimedia Systems and Technologies <p>B.Sc., Computer Sciences February 2007</p> <ul style="list-style-type: none"> • Minor in Technical Artificial Intelligence
ACADEMIC EXPERIENCE	Utrecht University, Utrecht, The Netherlands 2007–2011 <p><i>Graduate Student</i></p> <ul style="list-style-type: none"> • Master thesis August 2009 to August 2011

Topic: *User-aware sensor-based interaction with handheld mobile devices*

Advisors: Asst. Prof. Wolfgang Hürst and Asst. Prof. Robby Tan

- Experimentation project April 2008 to August 2009

Topic: *Motion capture-aided mobile user interface analysis*

Advisor: Asst. Prof. Wolfgang Hürst

Developed, implemented and evaluated mobile interaction models using a motion capture lab as an analysis tool.

Undergraduate Student

2003–2007

- Image processing December 2006 to February 2007
Publication: *Ground Plane Classification using edge based segmentation and artificial neural networks*
- Software project February to July 2005
Worked to implement automation of the student sailing organization, U.S. Histos, introducing a IVR- & web-based scheduling and rental system.
- Conveyance of computer science research December 2004 to February 2005
Researched engineering specifications of GPS; surveyed in paper.

SERVICE & ACTIVITIES

Conference speaker

2010 to present

Spoke at over 40 internationally renowned mobile conferences, including: Google I/O, Android Developer Summit, Android TV Summit, Droidcon Amsterdam, NYC, Berlin, Greece, Paris, NorDevCon/MobDevCon, Big Android BBQ Europe, mdevcon, DevFest NL, Android Developer Days Ankara and smaller events such as GDG meetups throughout Europe

GDG DevFest NL

2014 to 2017

Conference co-organizer

- Organizing a renowned conference on Google technologies
- Making arrangements for travel and accommodation for domestic and international speakers
- Opening the event, general crowd control, session moderation

GDG The Dutch Android User Group

2014 to 2017

Chairman, co-organizer

- Finding sponsorship opportunities to ensure that meetups are free and members are provided with dinner and goodies
- Making arrangements for international speakers and community contributors to give content to events
- Hosting workshops, hackathons and giving my own sessions
- Engaging with developers in person and through social media to drive up attendance

Active member of the group since 2012, participating at meetups by providing insight and suggestions to fellow Android engineers

LANGUAGE SKILLS Native English and Dutch, B2 German (Goethe).