

Wouter ten Brinke

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Introduction

I am a Master's student in Embedded Systems at the University of Twente. My background covers embedded software, computer vision, IoT systems, 5G and modern networking technologies, as well as full-stack and mobile development. I have worked on projects ranging from real-time Linux components and OpenCL-based GPU/SoC optimizations to cloud-connected applications. My main interests are in embedded software engineering, connected intelligent systems, IoT and computer vision.

Education

- **MSc Embedded Systems**  Sep 2025 - Jul 2027
University of Twente Enschede, the Netherlands
Two-year master's programme in Embedded Systems covering computer vision, IoT, embedded optimization, cloud-connected systems and embedded AI.
 - Developed and modified a Python-based real-time face-detection system.
 - Optimized matrix multiplication by moving a CPU implementation to both GPU (OpenCL) and an SoC platform, with part of the computation offloaded to an FPGA.
- **Erasmus+ Computer Engineering and Robotics Engineering**  Sep 2024 - Feb 2025
Università degli Studi di Genova Genova, Italy
Erasmus+ exchange semester in Computer Engineering and Robotics, Courses in Cloud Networking, 5G and IoT, Computer Vision, Real-Time Operating Systems and AR/VR.
 - Developed a Linux kernel driver for a real-time task execution environment.
 - Created an AI-driven interactive game in Unity using Convai.
- **BSc Technical Computer Science**  Sep 2022 - Jul 2025
University of Twente Enschede, the Netherlands
Three-year programme combining theoretical computer science with practical engineering. Covered all main areas of software engineering in both a theoretical and hands-on manner.
 - Applied theoretical concepts such as algorithms, operating systems and automata in practical assignments.
 - Engaged in interdisciplinary team projects, collaborating with students from various technical disciplines.
- **Voorbereidend Wetenschappelijk Onderwijs (High School)**  Sep 2016 - Jul 2022
Het Erasmus Almelo, the Netherlands
Dutch pre-university high school program (VWO), completed with a science-oriented profile and aimed at preparing students for university studies.
 - Completed the Science & Engineering and Science & Health subject tracks.
 - Participated in the Technasium, working on real-world assignments for external companies.

Work Experience

- **Software Developer (Part-time)**  Feb 2023 - Present
Cloudwise B.V. Hengelo, the Netherlands
Full-stack development in an English-first, multi-location development team. Focussing on the development of the Klasbord Ouderapp, a platform used by schools and parents to share updates, photos, videos and announcements across web and mobile.
 - Backend development in ASP.NET for new functionality and platform maintenance.
 - Mobile app development in Xamarin and MAUI, including the migration after Xamarin's end-of-life.
- **Cashier (Part-time)**  Feb 2020 - Jan 2023
Action B.V. Wierden, the Netherlands
Worked as a cashier responsible for cash and card transactions at the checkout. In addition, assisted customers on the shop floor, restocked shelves and supported daily opening and closing procedures.
- **Leaflet distributor (Part-time)**  Jul 2017 - Feb 2020
Axender Verspreidingen B.V. Wierden, the Netherlands
Distributed local advertisements and newspapers in a fixed residential neighbourhood on a weekly basis, following set delivery routes and schedules.

Languages

Dutch (Native), English (C1 (Fluent)), German (B2 (Intermediate)), Italian (A1 (Basic))