

Finnean van den Boorn

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Skills

C++ | Cloud Computing | JavaScript | React | RPC/IPC | TypeScript | SQL | Algorithms | Node | Git | CI/CD | Unit Testing | Linux | Unreal Engine | CAD | IoT | Java | Python | Autodesk Fusion | Docker | OpenGL | C | Frontend | Backend | Full-Stack | English | Dutch | German

Work Experience

Final Nexus

FOUNDER

- Designing and developing fully custom speaker systems using VituixCAD and Fusion360.
- Engineering speaker boxes, electrical passive and active speaker crossovers systems and programming embedded devices.

Sittard, Netherlands

Mar. 2025 - Present

Philips

APPRENTICESHIP

- Together with fellow student I developed a scalable tool for the comparison of Inter Process Communication (IPC) protocols.
- I mainly focused on software architecture and engineering of the tool using C++ in a scrum team.

Eindhoven, Netherlands

Apr. 2023 - Jul. 2023

Jumbo

SALES ATTENDANT

- Worked as a retail sales attendant, often taking on a managerial role.

Sittard, Netherlands

Apr. 2018 - Dec. 2022

Freelance

WEB DEVELOPER

- Worked as a fullstack web designer/developer and visual designer for a local crowdfunding foundation.
- Design and develop web-based applications and creating promotional material.

Selfkant, Germany

Apr. 2017 - Apr. 2018

Education

Eindhoven University of Technology

M.S. IN COMPUTER SCIENCE AND ENGINEERING

- Topics in Algorithm, Software Engineering, Real-time Systems, Internet of Things and Network Security.

Eindhoven, Netherlands

Sep. 2023 - Dec. 2025

Mälardalen University

M.S. IN COMPUTER APPLICATIONS

- Topics in Information Design and Cloud Computing using Docker.

Västerås, Sweden

Aug. 2024 - Nov. 2024

Eindhoven University of Technology

B.S. IN COMPUTER SCIENCE AND ENGINEERING

- Topics in Data Structures, Machine Learning (AI), Heuristics, Cybersecurity and Software Engineering.

Eindhoven, Netherlands

Aug. 2020 - Aug. 2023

Projects

B&R Speakers see repository

ELECTRICAL ENGINEERING & EMBEDDED SYSTEMS

- Developed a novel speaker amplification method via a centralized Amplifier module with built in programmable Digital Sound Processor (DSP).

Sittard, Netherlands

Aug. 2025 - Nov. 2025

Tract3D see video

3D SOFTWARE ENGINEERING

- Co-developed a medical imaging tool used to visualize brain matter tracts from MRI scans from scratch using OpenGL and ImGui.

Eindhoven, Netherlands

Jan. 2024 - Apr. 2024

Guess The Anime see website

FULL-STACK WEB DEVELOPMENT

- Full-stack development of a web application using React and JavaScript with a PostgreSQL database.

Remote, Netherlands

Nov. 2022 - Apr. 2023

Arcade Machine see video

SOFTWARE & ELECTRONICS ENGINEERING

- Built an arcade machine from scratch, both hardware and software based on a modified MAME emulator.

Selfkant, Germany

Feb. 2019 - Feb. 2020

Certifications

2019 **Cambridge English C1 Certificate**, Cambridge University Press & Assessment

Maastricht,
Netherlands