

Roy Triesscheijn

Tech Lead – Lead Engineer

Introduction

As a tech lead I currently give technical leadership to six teams. I help my teams overcome technical challenges through my own technical expertise and by connecting with people outside of my product. This allows me to remove impediments and to enable my teams to solve their technical challenges themselves.

This style of leadership has been an integral part of my past work. Where in both leadership and engineering roles I would quickly find myself in a position where I would be connecting people and would gather and distribute information outside of the boundaries of my team or product.

A combination of strong technical skills and being able to connect with people with very different backgrounds and goals is one of my greatest strengths. It is easy for me to connect both to leadership, engineers, and the business. I can translate the problems to their context and make sure everyone's input when designing a solution.

I am currently looking for a position where I can elevate how developers work on software. By assisting the team with my leadership-, communication skills, and hands-on technical knowledge.



Contact

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Portfolio

<https://github.com/roy-t>

<https://roy-t.nl>

Experience

Organizer, Host, Speaker, Trainer & Blogger

Communication and knowledge transfer are aspects of my work that I thoroughly enjoy. I have given talks on developer experience, changing software development practices, and even [computer graphics](#) at conferences and meetups. My most recent talk was at [DevOpsDays Amsterdam](#). I have also taken the stage on conferences as a host and worked outside of the spotlight as a conference organizer. I maintain a software engineering related [blog](#). I regularly give on-boarding and more ad-hoc training on topics related to software engineering and architecture.

Tech Lead at bol

2021 – now

Bol (bol.com) is the largest webshop and e-commerce platform in the Netherlands and Belgium.

As a tech lead, and member of the product leadership, I am responsible for all software managed by six teams in the Engineering Productivity product, which I helped built from the ground-up. I created the architecture for a developer portal based on Backstage (Typescript, NodeJS), addressed security and compliance issues and assisted with implementation.

I was also responsible for the architecture and implementation of an IT asset management solution (Java, Spring Boot, Google Kubernetes Engine, Pub/Sub), combining information from our cloud (Google Cloud Platform) and data centers. I led a critical project, with sponsorship from IT directors, that ensures that all teams within bol adhere to compulsory audit logging standards.

I regularly work with developers, tech leads, product managers and architects. Solving architecture, security, and compliance issues inside and outside my product, and for the whole of bol.

Software Engineer, Cloud Liaison at bol

2018 – 2021

As a software engineer within customer service I was responsible for the development of several back-end services (Java, Spring Boot, Oracle Database, PostgreSQL). I worked on the architecture and implementation of a system of several micro services that integrated the customer service processes of our 20.000+ partners with our internal systems.

As cloud liaison I made sure that our cloud architecture fits the complex requirements from customer service, such as dealing securely with personally identifiable information (PII), refunds and gift cards. I wrote documentation for the new monitoring, metrics and logging stack and guides on migration, disaster recovery, and cost management.

Software Engineer at SilverFit

2014 – 2017

SilverFit creates products that aid in the rehabilitation of geriatric patients.

I worked on software for 3D-cameras, several serious-games, as well as the in-house game engine (C#, C++, DirectX). I developed the software and, sourced hardware for, a new, more compact product, that patients can use to exercise in the intensive care unit, and at home. I helped the company move from the Microsoft Kinect camera to Intel RealSense cameras.

I also introduced modern software engineering and testing practices as well as the SCRUM way of working to the development team.

Game Engine Developer at Abbey Games

2013

Abbey Games is a Dutch game studio, best known for the indie-hit REUS.

At Abbey Games I created the integration layer between the C++ back-end and the LUA front-end. I also created an asset hot-reloading tool chain for their custom game engine. This allowed the artists to instantly see the changes they made, in-game, without having to reload. Drastically reducing iteration time. (C++, LUA, SDL, C#).

Game Engine Developer at Nixxes

2011

Nixxes is a Dutch game studio that does game ports and co-development.

At Nixxes I worked on Tomb Raider (released in 2013). I created a tool that analyzes the similarity of shaders (C#, C++). Using this tool reduced the total number of shaders generated. This increased the games performance.

Education

I obtained a Master's Degree in Computing Science from Utrecht University in 2013, graduating cum laude. I specialized in Game & Media Technology and wrote a [thesis](#) titled 'a comparative study of navigation meshes'.