

DAVID VAN SCHEPPINGEN

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PROFILE

Results-driven Software and AI Engineer with extensive experience in modern AI, from model design and training to inference engine and hardware. Strong software engineering skills (C++, Python, C#), worked with many AI frameworks (TensorFlow, PyTorch, Keras), research in RL and Computer Vision, and worked with big data pipelines. Passionate about pushing AI to run efficiently and effectively on hardware, bringing research to deployable systems!

PROFESSIONAL EXPERIENCE

Software Engineer II
Sioux Technologies, Eindhoven (Netherlands)
October 2024 – Present

- Developed **real-time laser control software** for the **TWINSKAN EXE:5200** at **ASML**, using **formal verification methods, C++,** and **Python.**
- Integrated new **cameras** inside laser beam path to improve **embedded vision** capabilities and pulse generation.
- Worked closely with hardware engineers and **cross-disciplinary teams** to ensure seamless **system integration.**

Master Thesis Position
Airbus Defence & Space, Leiden (Netherlands)
January 2024 – June 2024

- Designed and trained **real-time reinforcement learning agents** for **embedded combat aircraft training.**
- Conducted **extensive simulation experiments** to optimize **strategic cooperation** and **system performance.**

Software Engineer
DTU Compute and MaxInt, Copenhagen (Denmark)
October 2022 – April 2023 (*part-time*)

- Researched **road condition prediction** using **Python, data analytics,** and **Bayesian belief networks,** improving live road assessment accuracy.
- Built scalable **C# microservices** (RabbitMQ) and optimized **CI/CD pipelines** for **scalable big data processing** and **Google Cloud** in the LiRA project.

Software Engineer Intern
TaleWorlds Entertainment, Ankara (Turkey)
September 2017 – February 2018

- Developed and optimized real-time AI and game engine systems for Mount & Blade II: Bannerlord using **C++,** focusing on **performance, scalability,** and **system architecture** within a large, collaborative development team.

Software Engineer
GainPlay Studio, Utrecht (Netherlands)
January 2017 – September 2017

- Developed DigestInn App, an applied game, using **C#, Unity3D,** and **MySQL,** focusing on **android development** and **backend integration.**

SKILLS

C++C#Python

Deep LearningSimulation

CloudMLOps & DevOps

AlgorithmsSystem Design

Embedded & Distributed Systems

EDUCATION

MSc Autonomous Systems:
Denmark Technical University,
2022 – 2024.
Thesis awarded **12/12.**
Focus on software and modern AI.

BSc Computer Science and Engineering:
Eindhoven Technical University,
2019 – 2022, Honours student.
Thesis awarded **9/10,** on autonomous warehouse robots.

CERTIFICATIONS

Technology Entrepreneurship (minor)
Technical University Eindhoven,
2021

Honours in Automotive Systems and High Tech Systems
Technical University Eindhoven
2021-2022

LANGUAGES

English (Fluent)
Dutch (Fluent)