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# Noah Janssen

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[Game Dev Portfolio](#) | [GitHub](#) | [LinkedIn](#)

## SUMMARY

Data Science & AI student at Maastricht University with a background in building AI-driven software solutions. Experienced in developing automated data pipelines, smart bot integrations, and performance-critical systems. I combine a rigorous mathematical foundation in Linear Algebra and Statistics with a proven ability to translate complex theory into functional software solutions. Adept at translating complex algorithmic concepts into scalable, real-world applications across Python, Java, R, Rust, and more.

I am passionate about turning complex ideas into applications that actually work, whether that's a shader system that changes how a game feels, a bioinformatics pipeline that helps repurpose drugs for ALS research, or building an AI bot you can chat with during a WhatsApp session. I like problems that require both creative and technical thinking.

## CORE DATA SCIENCE AND AI SKILLS

- Supervised & Unsupervised Learning, Neural Networks, Natural Language Processing (NLP), and AI Bot Development (API Integration & Automation).
- Statistical Modeling, Data Processing Pipelines, and Interactive Visualization
- Linear Algebra, Mathematical Modeling, Calculus, Discrete Mathematics, Numerical Methods, and Graph Theory
- Physics-based Modeling, Numerical Integration, and Bioinformatics Pipeline Development
- Performance-aware Programming (C++, Rust), Version Control (Git), Clean Architecture, and Cross-platform Development (Linux/Windows)

## TECHNICAL TOOLKIT

**Data Science Languages:** Python, R, Julia, Matlab, SQL (Databases)

**Systems & Performance:** C++, Rust, Java, GDScript

**Libraries & Frameworks:** Pandas, NumPy, Scikit-learn, Matplotlib, PyTorch

**Tools & Environment:** Git, Linux, Arduino, Blender, Adobe Illustrator, ChatGPT

**Game Engines:** Godot, Unreal Engine, Bevy, Pico-8

**Agentic AI Coding Tools:** Claude code, Codex, and others.

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## EDUCATION

**University: Maastricht University, DATA SCIENCE AND ARTIFICIAL INTELLIGENCE**

SEPTEMBER 2024 - PRESENT

- Project-based learning:
  - Application to analyze grades through interactive statistics and graphs with Java.
  - Solar System Physics Simulation, Launched Probe to Saturn's Moon Titan from scratch with Java. (Physics Programming and Numerical Integration)
  - MARBLE Research Honors Program: Built a bioinformatics pipeline to repurpose approved drugs for ALS using a protein-protein interaction network
- Relevant Coursework:
  - Databases, Machine Learning, Introduction to Image & Video Processing, Simulation & Statistical Analysis, Human Computer Interaction & Affective Computing, Software Engineering, etc
- Math Courses:
  - Discrete Math, Calculus, Linear Algebra, Numerical Methods, Graph Theory, etc

### **Udemy Courses: Online**

- Unreal Engine 5 Blueprints - The Ultimate Developer Course
- Learn Rust by Building Real Applications

**University: San Diego State, San Diego, CA, COMPUTER SCIENCE**

AUGUST 2023 - MAY 2024

## WORK EXPERIENCE

### **Software Engineer – NexusZ (Netherlands) | Jan 2025 – May 2025**

- Developed AI-driven software solutions including WhatsApp and Telegram smart bots
- Integrated APIs, data processing pipelines, and automation logic
- Rapidly adapted to new tools and workflows in an independent, startup-style environment

### **Lifeguard – Various Locations | Jul 2018 – Present**

- Aquatic Center, Morgan Hill, CA, USA, Aquaplex, San Diego State University, San Diego, CA, USA, Geusseltbad, Maastricht, Netherlands
- Ensured safety of up to 500+ patrons in Olympic-style pool environments
- Performed rescues and first aid under high-pressure conditions
- Maintained clear communication and enforced safety regulations

## OTHER SKILLS

- Fluent in English and Dutch
- Certified and Trained in CPR and First Aid