

Roy Triesscheijn

Tech Lead – Lead Engineer

Introduction

As a tech lead I currently give technical leadership to five 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.

This 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 fellow leadership, engineers, and business users. I can translate the problems to their context and make sure everyone's input is treated as the valuable resource it is.

I am currently looking for a position in a technical context where I can continue to grow as a leader. Therefore I would love to know more about the leadership positions currently opening up at your company.

Sincerely,

Roy Triesscheijn

Contact



E-mail

roy-t@hotmail.com

Portfolio

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

<https://roy-t.nl>

Experience

Organizer, Host, Speaker, Trainer & Blogger

2008 – 2023

Communication and knowledge transfer are aspects of my work that I thoroughly enjoy. I have given talks on engineering productivity, changing software development practices, and even [computer graphics](#) at conferences and meetups. 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 trainings on topics related to software engineering and architecture.

Tech Lead at bol.com

2018 – 2023

At bol.com I am the tech lead for the Engineering Productivity product. I am responsible for the technical direction, technical health and development practices of five teams as well as solving architectural and cross-product challenges. Together with the rest of the leadership team I enable my teams to focus on making the 800+ engineers within bol.com more productive by providing them with frameworks, portals, documentation and support.

Software Engineer at Silverfit

2014-2017

I worked on several serious-games, as well as the in-house game engine that was based on C# and XNA. I also developed a new, more compact, product that patients can use to exercise in the intensive care unit, and at home. During my time at Silverfit I 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

2013-2013

I integrated hot-content-reloading in Abbey Games' custom game engine. I also wrote the integration layer between the C++ back-end and the LUA front-end. The game engine is based on C++ and SDL.

Game Engine Developer at Nixxes

2011-2011

I wrote tooling that analyzes the shaders that are generated by their custom shader generation pipeline. By identifying shaders that are very similar I could reduce the total number of shaders and increase the games performance. The tooling was created in C# and C++, and integrated with their custom engine, which was based on C++.

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'.