

Bruno Sprenger

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EDUCATION

Bachelor of Science (B.S.) – Computer Science – University of Amsterdam

Aug 2025

SKILLS

Programming Languages: Python | C# | SQL | Java | HTML | Assembly | C / C++ | JavaScript

Development tools & Hardware: Git | GitHub | Linux | MacOS | Windows | Docker | Bash

Languages: English | Dutch

EXPERIENCE

Coding Mind Academy

Feb 2026 - Present

Coding Instructor

Irvine, CA, USA

- Lead and instruct coding courses on topics such as: AP CS A, Python, Java, USACO, Unity and Robotics.
- Improve student grades and course outcomes through targeted instruction and personalized feedback; retain students in subsequent courses and attract new students based on trial class performance.
- Enhance platform usability by streamlining data collection and organizing student/instructor workflows, improving system functionality and user experience for both students and instructors.

The RIPE NCC

Nov 2024 – Aug 2025

Data Engineer Intern

Amsterdam, The Netherlands

- Analyzed RIPE NCC's RIS dataset and query logs using Python and SQL to identify storage optimization opportunities, providing cost-saving insights and more efficient data allocation.
- Conducted comparative performance analysis of NoSQL databases (HBase vs. Cassandra) under varying workloads, providing the RIPE NCC with data-driven recommendations for optimizing storage infrastructure and reducing operational costs.
- Coordinated benchmarking activities with international engineering teams, strategically scheduling performance tests during system downtime to avoid disrupting critical operations while maintaining clear communication on resource availability and timelines.

The Troopers (NL), The Management (JP)

2018 – 2024

International Fashion Model

Global

- Built and managed an independent modeling career across multiple countries (Japan, France, Italy) by independently coordinating travel, housing, and scheduling while maintaining professional standards.
- Proactively networked with modeling agencies and cultivated professional relationships to secure consistent bookings; demonstrated reliability and professionalism by consistently meeting casting deadlines and presentation standards, which led to continued work with major brands including Uniqlo, Prada, and North Face.

PROJECTS

“Benchmarking Apache HBase for Internet Registry Workloads”

Thesis, The RIPE NCC, University of Amsterdam

- Researched NoSQL database performance with big data and compared HBase and Cassandra through benchmarking to find alternate storage solutions for the RIPE NCC’s database.

“Monte Carlo Tree Search Against the Imperfect Information Game ‘Letters from Whitechapel’”

Independent Project, University of Amsterdam

- Designed and implemented a game simulation engine in Unity with a machine learning algorithm capable of playing competitively against imperfect information constraints, demonstrating advanced problem-solving and algorithmic thinking.

Project “HiLeaf”

Project Software Engineering, University of Amsterdam

- Led cross-functional development team to build a full-stack code-grading platform with integrated database, web and mobile frontends, and containerized backend; implemented automated performance evaluation (speed, memory, energy consumption) to support academic code assessment and learning outcomes.