

PAUL GIESKE

Aurel David 8, Chisinau, Moldova

I am a modern, technically-savvy teacher / trainer with an engineering background. I have a lot of experience teaching both adults and children with a wide range of backgrounds. In addition to teaching I also have work experience for large and medium sized enterprises, which has proven invaluable in my ability to explain context and the relevance of the subject matter to my students.

Personal Details

Date of birth	26/03/1979
Place of birth	Haaksbergen, The Netherlands
Nationality	Dutch
Linked-in profile	https://www.linkedin.com/in/paul-gieske-81999727/
My website	https://www.paulgieskeblog.com/

Work Experience

Jan 2021 - ... : Teacher, Heritage International School, Moldova
A Level: Computer Science and Information Technology

Sep 2018 - Jul 2020: Teacher, Grace International School, Bangladesh
IGCSE: Maths & Economics, KS3: IT & Science

Mar 2018 - Oct 2019: Treasurer, Netherlands Recreation Club, Bangladesh
Oversight the finances of a medium sized social club.

Mar 2018 - Mar 2019: Volunteer Trainer, Nutrition International, Bangladesh
Training: Powerpoint and Excel

Oct 2015 - Jun 2017: Teacher, Center for Adult Education GLTT, Belgium
Adult education: AutoCAD, Adobe Animate, Actionscript, Excel, Powerpoint, et al ...

Sep 2014 - Dec 2015: Student, Center for Adult Education Lethas, Belgium
Retraining as a teacher, achieving an official teacher's certificate.

Jul 2013 - Jul 2014: Stay at home father, Belgium
In addition to fulfilling my duties as a young father I also took the opportunity to pick up a new language (French) and to improve my coding skills by taking on coding projects.

Jan 2009 - Jun 2012: Airbag Application Engineer, Robert Bosch GmbH, Hungary
Calibrating and integrating the airbag system according to customer specifications.

Jan 2008 - Dec 2008: Account Manager, Encore International¹, Hungary
Risk management of energy futures

1 Now part of Schneider Electric

Projects

Online courses in:

- Krita digital painting
- Inkscape vector graphics
- Game development in the Godot game engine
- Opentoonz animation

Apps:

- Oware game (Qt / C++)
- UFO Invasion – Educational game about using the inverse tan (Godot / gdscript)
- Flight simulator (creating a custom physics engine for Godot / gdscript)

Research (masters thesis):

- Model predictive control of the Archimedes Wave Swing: implementing a non-linear model of the AWS and designing an optimal model predictive controller

Education

Diplomas:

- 2015 – CVO Lethas: Specific Teacher Training.
- 2007 – Master of Science in Systems and Control Engineering at Mechanical Engineering, Technical University Delft, Netherlands.
- 2005 – Bachelor of Science in Aerospace Engineering, Technical University Delft, Netherlands.

Online courses:

- IBM Data Science – Coursera (2024)
- Elements of AI: Advanced (link) – University of Helsinki (2022)
- Introduction to Self-Determination Theory (link) – Coursera (2021)

Technical skills

CAD and Graphics: AutoCAD, Blender, Inkscape, GIMP, Adobe Illustrator, Adobe Animate
Coding: C++, Qt, Java, Android development, Python, Matlab / Simulink, Actionscript, Javascript, HTML

Language knowledge

Fluent: English, Dutch

Upper Intermediate: German, French

Intermediate: Hungarian, Romanian

Chisinau, 4 March 2024