Nontas Rontogiannis has the rather narrow sounding job title of Software Architect within the Software Innovation Team at ASML. But what Nontas loves about his job is how wide it really is – the freedom it gives him to be creative, to be challenged and to learn and grow.

Nontas: “I was always a curious child – always asking questions, wanting to know how everything worked, especially technology. It was natural then that I went on to study Electrical & Computer Engineering.” When you meet Nontas, you see immediately how energetic he is. Collaborating more, learning more and getting more hands-on with people and industry is in his nature. In 2015, he came to the Netherlands for a PDEng in Software Technology at the Eindhoven University of Technology. His graduation project was at ASML, and his experience there was enough for him to eagerly take up a full-time post in 2017.

A technical university in a box

“My primary motivation for choosing ASML is the machines we make. For a curious person like me, an ASML TWINSCAN system is like a technical university in a box! Every possible engineering discipline is inside – cutting-edge physics, mechanical engineering, electrical engineering, software...you name it,” says Nontas. “And you can explore them all – you not only get to work alongside other disciplines; you have the opportunity to move around and develop yourself wherever you want to go.”

Programs to invest in technical talent

Nontas enjoys that his learning journey never stops, and he makes the most of extra opportunities. He follows, among others, the ASML Technical Talent Program – a two-year program providing an all-round technical and non-technical lithography domain training. “This program shows how ASML invests...”

Maintaining a code base of more than fifty million lines of code

“Well, I don’t have to dress head to toe in a cleanroom suit,” laughs Nontas. “Depending on the day, I start by getting together with my colleagues to discuss the latest challenges on modelling software using state machines. It is important to align and engage with different engineering communities within ASML, like the one here at the Veldhoven headquarters and in Wilton and San Diego in the US. We use mathematics to prove certain properties of our software and create architectural patterns that not only enable us to get the most out of the machines, but also ensure that the codebase of more than fifty million lines of code is maintainable. To achieve all this, often we have to join forces with academia. Every week is different, you never stand still, and what’s great is the culture of open collaboration – no idea is off-limits. Everyone is here to learn from each other in order to push the boundaries together.”
in its technical talent. It inspires me to give back too,” he says. As such, he volunteered to become a mentor to future talent as part of the student ASML Technology Scholarship: “To me, the more you put in, the more you get out. And the more I learn, the more I can teach others.”

Some final advice from Nontas? “Dare to dream big!” he says. “Don’t settle for OK, when you can do better.

And ASML is definitely one of those places that dares you to dream big and where you can always be better. Your career options are only limited by your ambitions.”

Are you interested to learn more about ASML? Visit www.asml.com/students for more information about our events, internships and scholarship program.

ABOUT ASML — ASML IN 150 WORDS

ASML provides chipmakers with hardware, software and services to mass produce patterns on silicon. Our lithography machines are essential in the process of building the electronic devices that keep us informed, entertained, connected and safe. We’re a dynamic team of 25,000 people from 118 different nationalities and counting. Headquartered in Europe’s tech hub, the Brainport Eindhoven region in the Netherlands, we have over 60 locations in 16 countries and annual net sales of €14.0 billion in 2020.

Curious to learn how you can be a part of progress? Contact our campus promoter Vi Chu at your university at vi@workingatasml.com with all of your questions about ASML or visit www.asml.com/students.