

nicolashillegeer

engineer, computer scientist

about

kattestraat 51
9150 kruibeke
belgium

Born on
February 11, 1988

Place of birth
Beveren-Waas, Belgium

nicolas@aktau.be
http://aktau.be

languages

native: **dutch**
fluent: **english, spanish**
proficient: **portuguese**
notions: **french, german**

programming

Java, Scala
C, C++(11)
PHP, Python & Lua
CSS3, HTML5 &
JavaScript

interests

Creating elegant systems using the latest technologies and methodologies. Making those systems as fast and fault-tolerant as possible. I have a special interest in web technology, both on the server and client-side. The web is a rapidly changing environment and it is imperative to find the right technology that allows one to get an edge over the competition, both in speed of development, reliability and performance.

education

- | | | |
|-----------|---|-----------------------------------|
| 2010-2011 | Master of Science
Majoring in Computer Science
Specialization in Artificial Intelligence | Katholieke Universiteit Leuven |
| 2009-2010 | Master of Science
Majoring in Computer Science
Specialization in Artificial Intelligence | Universidad Autónoma de Barcelona |
| 2006-2009 | Bachelor of Science
Engineering Sciences, specialization in Computer Science | Katholieke Universiteit Leuven |

experience

- | | | |
|-------------|--|------------|
| 09/11-09/12 | Cappgemini, Diegem
<i>Development and maintenance of a large data warehouse for a chemical industry company with Oracle technology.</i> | Consultant |
| 08/10-09/10 | Department of Physics, Katholieke Universiteit Leuven, Leuven
<i>Development of a hybrid neural network for recognition of material hardness through soundwave analysis.</i> | Researcher |
| 10/09-06/10 | Department of Computer Science, Katholieke Universiteit Leuven, Leuven
<i>Creating a pathfinding robot in team.</i> | Student |
| 08/09-09/09 | Department of Biology, Katholieke Universiteit Leuven, Leuven
<i>Pilot project: construction of an educational game for children teaching them about evolution.</i> | Developer |

thesis

- | | | |
|-----------|--|--------------------------------|
| 2010-2011 | Reconstructing ancient frescos
The objective of this project was to construct various tools with the goal of aiding and optimizing the workflow of archaeologists trying to restore frescos all over the world. Primarily this means digitally reconstructing the fresco with the aid of specific algorithms, and helping the operator judge the results whilst allowing him/her to suggest new possibilities. | Katholieke Universiteit Leuven |
|-----------|--|--------------------------------|

activities

Leisure
Travel, reading, skiing, soccer, fitness, festivals, language learning

Antwerp, Heidelberg, Barcelona