nicolas**hillegeer**

engineer, computer scientist

about

kattestraat 51
9150 kruibeke
belgium

Born on
February 11, 1988
Place of birth
Beveren-Waas, Belgium

nicolas@hillegeer.com
http://www.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	Kathelieke 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	Kahtolieke Universiteit Leuven

experience

10/12-01/13	**Freelance, Kruibeke-Heidelberg** *Development of large and small software systems, usually featuring a client-server architecture. Focus on web technologies*	Freelance consultant
09/11-09/12	**Capgemini, Diegem** *Development and maintenance of a large data warehouse for a chemical industry company with Oracle technology.*	Consultant
08/10-09/10	**Department of Physics, Katholieke Universiteit Leuven, Leuven** *Development of a hybrid neural network for recognition of material hardness through soundwave analysis.*	Researcher
10/09-06/10	**Department of Computer Science, Katholieke Universiteit Leuven, Leuven** *Creating a pathfinding robot in team.*	Student
08/09-09/09	**Department of Biology, Katholieke Universiteit Leuven, Leuven** *Pilot project: construction of an educational game for children teaching them about evolution.*	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   Antwerp, Heidelberg, Barcelona

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