

Benjamin VAN RYSEGHEM

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 BenjaminVanRyseghem

28 years old - Driving license



## *Professional Experience*

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|-----------------------|--|
| July 2014 - present   | <p><b>Software engineer</b> at <u>FÖRETAGSPLATSEN</u>: front-end developer, UI &amp; UX</p> <ul style="list-style-type: none"><li>• Front-end development<br/>JavaScript development, client-side architecture, UX &amp; UI design (Less/CSS, SVG icons). Unit testing is an important part of the development process, we have been using QUnit for JavaScript testing and NUnit on the server-side.</li><li>• Backend development<br/>Backend in C#(with a couchdb database)</li><li>• CI &amp; DevOps<br/>Experience with automated testing, deployment on Microsoft Azure using Ansible.</li></ul> |
| July - August 2013    | <p><b>Scientific engineer</b> at INRIA to redesign of the Pharo Smalltalk IDE</p> <p>My position at the <u>RMoD</u> team involved refactoring the legacy Morhic UI framework, implementing a UI-generation framework in Smalltalk, and writing a full IDE solution for Pharo.</p>  |
| June 2013 - June 2014 | <p><b>Software engineer consultant</b> for <u>FÖRETAGSPLATSEN</u></p> <ul style="list-style-type: none"><li>• Involvement in the development of a new major release of their web application: technical migration to a JavaScript-based user interface.</li><li>• Development of a cloud-based document archive application <i>à la</i> Dropbox for accounting agencies.</li></ul>   |
| June - August 2013    | <p><b>Software engineer</b> Student program in the GOOGLE SUMMER OF CODE</p> <p>During the GOOGLE SUMMER OF CODE, I worked on the <i>Spec UI framework</i>, extracting its code base and uncoupling it from the Morhic UI legacy framework.</p>  |
| March 2013            | <p><b>Young Engineer</b> at INRIA: Development of UI elements, cleaning of legacy code</p> <p>As part of the <u>RMoD</u> team, I was in charge of the implementation of new Morhic widgets, as well as various refactorings of decades old Morhic code.</p>  |
| August 2012           | <p><b>Head of the Student volunteer program:</b> International Smalltalk conference</p> <p>As head of the student volunteers, I was in charge of the coordination of the students and the well-being of the attendees at the <i>20th International Smalltalk Conference</i>.</p>   |

August 2012	<p><b>First author</b> of <i>A Framework for the Specification and Reuse of UIs and their Models</i></p> <p>Publication of the article <i>A Framework for the Specification and Reuse of UIs and their Models</i> by Benjamin VAN RYSEGHEM, Stéphane DUCASSE, and Johan FABRY at IWST '12.</p>
May - August 2012	<p><b>Software engineer</b> Student program in the GOOGLE SUMMER OF CODE</p> <p>During the Google Summer of Code I had for project to implement the <i>Traits support in Nautilus</i>, the new default Pharo IDE I previously wrote.</p>
July - August 2012	<p><b>Young engineer</b> at INRIA to refactor and improve widgets</p> <p>Employed by the INRIA within the <u>RMoD</u> team in charge of the improvement of widgets and the development of a widgets generation framework.</p>
Summer 2011	<p><b>Software engineer</b> Student program in the SUMMERTALK</p> <p>The SummerTalk is an ESUG (European Smalltalk User Group) equivalent to the Google Summer of Code. My project was to improve the Pharo IDE tools.</p>

## *FOSS Projects*

This is only few of the FLOSS projects to which I contributed.  
For more, please see my GitHub profile.

great-things-done	<b>Great Things Done</b> is a keyboard centric GTD application based on Electron, and implemented in Clojure/ClojureScript. The front-end uses Reagent (an adaptor to React in CLJS), and implements some interesting features like a fully encrypted file-based database, global shortcut with OS X integrations, or Dock icon support. The code is distributed under EPL 1.0.
teamwall	<b>Teamwall</b> is designed to help the members of a remote team to feel close to each other. It provides a page with a picture of all the team members, the pictures being refreshed every minute. It allows to know in a glance who is there, who is in pause, or to spot when a possible interesting discussion occurs. The code is distributed under GPL 3.0.
ergotron-firmware	<b>ergotron</b> is a hand-made custom keyboard I built from scratch. The firmware is based on the excellent ergodox-firmware by Ben Blazak. The firmware has been extended to support a lot more keys and LEDs, leading to a new hardware layout. The code is distributed under MIT.

## *Technical skills*

Programming	<b>JavaScript</b> , Clojure, Smalltalk, JAVA, C, SQL, PROLOG, CAML, COBOL
Software	<b>Git</b> , <b>WebStorm</b> , TunnelBlick, Slack
System	*NIX, Windows, AS400, shell
Agile	<b>Remote working</b> , Pair-programming, Scrum, TDD, Pomodoro, GTD

## *Education*

2012 - 2013	1st year of Master Informatique at the Université des Sciences et Technologies de Lille.
2011 - 2012	3rd year of Licence Informatique (Bachelor degree) at the Université des Sciences et Technologies de Lille.
2009 - 2011	DUT Informatique (a 2 year technical degree in Computer Science) at the IUT A de Lille (major).
2005 - 2009	Classe Préparatoire aux Grandes Écoles (Higher School Preparatory Classes), Mathematics and Physics with Computer Science as option at Roosevelt and Clémenceau at Reims then 3rd year of Licence de Mathématiques Pures et Appliquées (Bachelor degree) at the Université des Sciences et Technologies de Lille.
2005	Graduation of a High School Diploma "Scientifique option Sciences de l'Ingénieur, spécialité Mathématiques" (Scientific highschool diploma, with an engineering sciences option and a Mathematic speciality) at Lycée Joliot-Curie at Romilly sur Seine.

## *Hobbies and interests*

Sport	Rock climbing during 10 years, including 5 years at a competition level. Supervision of children (between 10 years old and 15 years old) during 2 years.
Cooking	I love to cook for my family and friends, and have a nice moment all together.
Movies	I love to watch movies. All kind of movies. I can't resist movies that are so bad they're good!
Mechanical keyboards	I spent a lot of time trying to find the ultimate keyboard. Until I made mine myself.