

# Sebastiaan Indesteege

## Junior Data Scientist

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📅 31/07/1991

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📷 huraqan

Following the arts and sciences that interest me, I hope to one day understand the essence of existence before my own fades away. Today artificial intelligence is more interesting than ever and I strive to know more.

### 🌐 Languages

English	● ● ● ● ●
Français	● ● ● ● ●
Nederlands	● ● ● ● ●
Español	● ● ● ● ●

### 🧠 Skills

#### Programming

C#, Python, GDScript, GLSL

#### Machine Learning

Scikit-learn, Huggingface transformers & diffusers, PyTorch, NLP: NLTK & Spacy, CV: Stable Diffusion, AUDIO: STT & TTS & RVC

#### Data Analysis

SQL, Pandas, Numpy, Matplotlib, Seaborn

#### Deployment

Streamlit, FastAPI, Docker, Gradio

#### Visual Design

Photoshop, Pixel Shading

#### Music Production

Composition, Mixing, Mastering

### 🧠 Soft Skills

**Autodidact** — I can learn alone

**People skills** — I can lead a team

**Curious** — I like to know more

### 📁 Projects

#### BeCode, Corporate use-cases & personal challenges

03/2024 – 06/2024

- Developed app for visual latent-space exploration of a Conv-VAE. [↗](#)
- Developed local RAG (Retrieval Augmented Generation). [↗](#)
- Developed a word-relevance web app using transformers. [↗](#)
- Coded a neural network from scratch using numpy. [↗](#)
- Developed a tariff plan prediction model for Orange.
- Developed a scraping tool for use with ImmoWeb website. [↗](#)
- Developed and deployed a price prediction model for ImmoWeb.

#### Procedural Modeling, Animation & Texturing

2022 – present

Modeling, animating and texturing programmatically to make unique and dynamic assets: generating terrain meshes, inverse kinematics, real-time texture rendering by GPU with custom shaders in GLSL...

#### Exploratory Game Development

2015 – present

Vector math, trajectory predictions, ray-bending, navigation, cellular automata, 2d car steering with autopilot, 2d roadmap generation...

#### Music Production

07/2007 – present

I create all kinds of tracks, compositions and sound effects. I've honed my audio engineering skills for a while.

### 📁 Professional Experience

#### BeCode, Data Scientist

01/2024 – 08/2024

#### Hopono (smartbe), Construction / Woodworking

11/2023 – 12/2023

#### Louis De Waele, Welder / Ironworker

05/2023 – 08/2023

#### Recyclart, Valorist / Animator / Welder / Ironworker

10/2021 – 10/2022

#### Centre Culturel l'Armillaire, Receptionist

2017 – 2018

#### Interim, Various missions

2016 – 2023

#### Belgacom, Quality Control

2016

### 🎓 Education

#### Industrial Welder HLO45, Technicity

2018 – 2020 | Brussels, Belgium

#### Industrial Sciences / Multimedia, Erasmushogeschool Brussel

2013 – 2016 | Brussels, Belgium

#### Digital Media Design, Haute École Albert Jacquard

2009 – 2012 | Namur, Belgium

#### Maths & Science, Don Boscocollege Zwijnaarde

2005 – 2009 | Ghent, Belgium