

Jonathan Schoreels

SOFTWARE ENGINEER · SECURITY EXPERT

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“Be the change that you want to see in the world.”

Education

McGill University

Montreal, Canada

INTERNSHIP IN COMPUTER SCIENCES : HIGH DISTINCTION

Sept. 2013 - Dec. 2013

- Study of the implementation of the massively multi-player game framework Mammoth, the implementation of artificial intelligences by state charts
- Explore possible ways to create self-learning AIs by observing human players

UMONS (Mons University, Faculty of Sciences)

Mons, Belgium

MASTER DEGREE IN COMPUTER SCIENCES : HIGH DISTINCTION

Sept. 2009 - Aug. 2014

- Additional classes in ULB (Université libre de Bruxelles) during last year about : Computer security, Combinatorial optimization, Graphs and Networks
- Tutoring for numerical analysis & computer sciences classes : I provided support to students experiencing difficulties during summer sessions.
- Student assistant : I provided help to students during their practicals sessions for the programming and algorithmic classes, in Java & Python.

Skills

Programming Paradigm

Mostly Object-Oriented & Functional, but also Procedural, Imperative for scripting

Programming languages

Java & Python but I regularly train new ones like C, Scala, Kotlin, Javascript...

Java Ecosystem

Spring Boot, OSGi, Camel, Jakarta EE, Maven, JUnit, Mockito, ...

Service Oriented Architecture

ESB, Web Services, SOAP/REST, JMS, AMQP & custom integrations between partners

Design & Architecture

Design Patterns, Microservices, CI/CD, Event-Driven Architecture, CQRS, Clean Code

Computer Sciences

Artificial Intelligences, Numerical Analysis, Computer Vision, Graphs, Data Mining

Mathematics

Algorithm Analysis, Mathematical Analysis, Discrete Mathematics

Infrastructure

Linux, Ansible, Shell, Docker, Docker Swarm, Kubernetes, RabbitMQ, Databases, Network

Various Tools

Git, IntelliJ IDEA, VisualVM, Jira, Trello, Slack, Postman, SoapUI

Languages

French (Mother tongue), English (professional proficiency)

Experience

Jisko (Owner)

Charleroi, Belgium

FREELANCE CONSULTANT : INTEGRATION TECHNICAL LEAD AT NETHYS (VOO)

Dec. 2019 - PRESENT

- Take the ownership of multiple technical components, for their development, their maintenance & operational support
- Leading the existing team through different technical improvements of the current architecture
- Coaching the existing team for their current development Stack

Oniryx

Liège, Belgium

CONSULTANT : ELASTIC STACK EXPERT AT ELOY

Jan. 2019 - Mar. 2019

Setup of an Elastic Stack environment for a custom search engine to allow the customer to find all the records related to a search in all their different systems.

Oniryx

Mont-Saint-Guibert & Charleroi,
Belgium

CONSULTANT : JAVA INTEGRATION DEVELOPER & TECHNICAL EVOLUTIONS ARCHITECT AT LE FOREM

Jan. 2017 - Dec. 2019

- Performed technical integration (Security, Resiliency, Logging, Monitoring) between back-ends.
- Back-end development of technical orchestrations taking into account clustering, resilience, technological constraints, functional constraints (timing, etc ...).
- Various POC carried out in a continuous improvement effort: Continuous Delivery with Jenkins, presentation of different Git workflows like Gitflow, optimization of the Camel integration framework usage.
- Participate in technical architecture meetings of the above-mentioned development.

Adneom Benelux

Brussels & Liège, Belgium

CONSULTANT : JAVA INTEGRATION DEVELOPER, OPERATIONAL SUPPORT AT NETHYS (VOO)

Nov. 2014 - Jan. 2017

- End-to-end development of integration flows between various back-ends.
- Development of technical orchestration for regular Batch flows.
- UML documentation of realized flows (Sequences, Mapping) and in Enterprise Integration Patterns.
- End-to-end management of the development phase of the flows and modules developed, including: Analysis, Unit Testing, Reviewing, Releasing, Deployment, Monitoring.
- Follow-up of production deployment, bugs / fixes related to production, and support for workarounds separating the two. Follow-up of production incidents, for example of infrastructure, and management of guards.
- Scripting of tools automating certain stages of development, such as for release management.

Extracurricular Activity

B10S (B1t On the Security, Underground hacker team)

S.Korea

CORE MEMBER

Nov. 2011 - PRESENT

- Gained expertise in penetration testing areas, especially targeted on web application and software.
- Participated on a lot of hacking competition and won a good award.
- Held several hacking competitions non-profit, just for fun.

WiseGuys (Hacking & Security research group)

S.Korea

MEMBER

Jun. 2012 - PRESENT

- Gained expertise in hardware hacking areas from penetration testing on several devices including wireless router, smartphone, CCTV and set-top box.
- Trained wannabe hacker about hacking technique from basic to advanced and ethics for white hackers by hosting annual Hacking Camp.

PoApper (Developers' Network of POSTECH)

Pohang, S.Korea

CORE MEMBER & PRESIDENT AT 2013

Jun. 2010 - Jun. 2017

- Reformed the society focusing on software engineering and building network on and off campus.
- Proposed various marketing and network activities to raise awareness.

PLUS (Laboratory for UNIX Security in POSTECH)

Pohang, S.Korea

MEMBER

Sep. 2010 - Oct. 2011

- Gained expertise in hacking & security areas, especially about internal of operating system based on UNIX and several exploit techniques.
- Participated on several hacking competition and won a good award.
- Conducted periodic security checks on overall IT system as a member of POSTECH CERT.
- Conducted penetration testing commissioned by national agency and corporation.

MSSA (Management Strategy Club of POSTECH)

Pohang, S.Korea

MEMBER

Sep. 2013 - Jun. 2017

- Gained knowledge about several business field like Management, Strategy, Financial and marketing from group study.
- Gained expertise in business strategy areas and insight for various industry from weekly industry analysis session.

Honors & Awards

INTERNATIONAL

2017	Finalist , DEFCON 25th CTF Hacking Competition World Final	Las Vegas, U.S.A
2014	Finalist , DEFCON 22nd CTF Hacking Competition World Final	Las Vegas, U.S.A
2013	Finalist , DEFCON 21st CTF Hacking Competition World Final	Las Vegas, U.S.A
2011	Finalist , DEFCON 19th CTF Hacking Competition World Final	Las Vegas, U.S.A
2012	6th Place , SECUINSIDE Hacking Competition World Final	Seoul, S.Korea

DOMESTIC

2015	3rd Place , WITHCON Hacking Competition Final	Seoul, S.Korea
2013	Silver Prize , KISA HDCON Hacking Competition Final	Seoul, S.Korea
2013	2nd Award , HUST Hacking Festival	S.Korea
2010	3rd Award , HUST Hacking Festival	S.Korea
2012	3rd Award , Holyshield 3rd Hacking Festival	S.Korea
2011	2nd Award , Holyshield 3rd Hacking Festival	S.Korea
2011	5th Place , PADOCON Hacking Competition Final	Seoul, S.Korea

Presentation

Publications & Talks

The Belgian Coder

Youtube

OWNER

2021

- Live demo of Azure Functions and the challenges that Serverless architectures arises
- Link : https://www.youtube.com/watch?v=kuYU_PVt0c8&t=23176s

Talk : Azure Functions: Guide to Zero Waste in the Cloud

Global Azure Belgium

SPEAKER

2020

- Live demo of Azure Functions and the challenges that Serverless architectures arises
- Link : https://www.youtube.com/watch?v=kuYU_PVt0c8&t=23176s

Talk : Docker Swarm Locally, crazyness or unsuspected tool?

DevDay Belgium

SPEAKER

2018

- Live demo of Docker Swarm and how it can be useful to use it locally even if the client doesn't.
- Link : <https://www.youtube.com/watch?v=JeBzVX0wjC4>

KinectBalls: An Interactive Tool for Ball Throwing Games

Springer International Publishing

AUTHOR

2013

- We present a tool that was developed in the context of the first author's masters project. The tool implements an interactive computer game combining the real and the virtual world in a seamless way. The player interacts with the game by throwing balls towards a wall on which a virtual 3D scene is projected. Using the Kinect 3D sensor, we compute and predict the trajectory, speed and position of the ball. Upon impact with the screen, a virtual ball continues its trajectory in the virtual scene, and interacts with the objects around it using a physical and a graphical 3D engine Bullet, and Ogre3D. The prototype game has been successfully tested on a large number of people of varying ages.
- Live demo during the Spring of Sciences 2013 : <https://www.youtube.com/watch?v=v02BcA-EPrI&t=1s>

KinectBalls: An Interactive Tool for Ball Throwing Games

INTETAIN 2013

TALKER

Jul. 2013

- Presentation of my related publication during the 5th International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN).

Program Committees

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| 2016 | Problem Writer , 2016 CODEGATE Hacking Competition World Final | S.Korea |
| 2013 | Organizer & Co-director , 1st POSTECH Hackathon | S.Korea |
| 2012 | Staff , 7th Hacking Camp | S.Korea |
| 2012 | Problem Writer , 1st Hoseo University Teenager Hacking Competition | S.Korea |
| 2012 | Staff & Problem Writer , JFF(Just for Fun) Hacking Competition | S.Korea |