

Jonathan Schoreels

FREELANCE SOFTWARE ENGINEER · MASTER IN COMPUTER SCIENCE · OWNER OF JISKO SRL

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Summary

Hi, I'm Jonathan. I'm a Software Engineer specialized in Java back-end development for integration environments. However, my developer's life doesn't end there since I'm a passionate IT guy who also write lot of Python code and is always thrilled to learn new stuff. "Stuff" is a various amount of things : New Languages, Frameworks, Methodologies, Architectures...and even a bit on the infrastructure side. I also really like Open Source since I strongly believe that open contribution is a major driver of continuous improvement of Softwares. I tend to wander on different community site, making my little contributions on some of my most used libraries, or help others on site like stackoverflow.com.

I'm methodic when it comes to solving problems, since I think method is what allows us to find solutions to problems we haven't met yet. I also put a lot of emphasis on understanding how underlying things work, since this knowledge is often useful in many more than one context. For example, I love to learn how Networks or Operating Systems work to better understand how my code will behave in certain conditions.

I also really like teaching people, doing talks and coaching people. I believe than when you share knowledge, you also improve your own understanding of the things you teach, and the questions you get can show you things you haven't thought about yet : it's a win-win solution in which both parties grow.

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, Karaf, Camel, 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

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.

Education

McGill University

Montreal, Canada

INTERNSHIP IN COMPUTER SCIENCES

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.

Publications & Talks

The Belgian Coder

Youtube

OWNER

2021

- Youtube channel recently created to talk about technology, software engineering and everything related.
- Link : <https://www.youtube.com/channel/UCHMhsDNqGGE91xLWARxNUJw>

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, craziness 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).