Niels Billen

Contact

Name:	Niels Billen	Address:	Opoeterseweg 118, 3680 Neeroeteren
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Profile

I am an engineering student looking for a diverse and challenging job at an innovative company. I am a team player, but I am also capable of working on my own. I consider myself to be responsible, punctual and hardworking and I take great pride in my projects. Furthermore, I am eager to learn and I hope that through my job I have the opportunity to develop my skills even further.

Education

2013 – ... KU Leuven – Ph. D at the Computer Graphics Research Group of the Department of Computer Science

- **Topic:** Reducing the noise in global illumination algorithms
- **Promotor:** prof. dr. ir. Philip Dutré
- **Funded by:** IWT (Institute agency for Innovation by Science and Technology)

2011 – 2013 KU Leuven – Master of Science in Engineering (Computer Science) – **Cum Laude** (76,17%)

- **Major**: Human Computer Interaction (HCI)
- **Minor**: Secure software
- **Thesis**: Stochastic Visibility in Rendering Algorithms using the occlusion map
  Promotor: prof. dr. ir. Philip Dutré

2008 – 2011 KU Leuven – Bachelor of Science in Engineering – **Cum Laude** (69,74%)

- **Major**: Computer Science
- **Minor**: Electrical Engineering

Languages

Dutch	mother tongue
English	fluent speaker and writer
French	basic written and oral skills

Skills

Programming languages	C++, Java, JavaScript, HTML5, CSS, Matlab, GML, Prolog, Haskell.
Operating systems/tools	Ubuntu, Windows family, Git, SVN, Latex, Word, PowerPoint, Eclipse.

Publications

Billen N., Engelen B., Lagae A., Dutré P.:	Probabilistic Visibility Evaluation for Direct Illumination. (published at *Eurographics Symposium on Rendering 2013*)
Billen N., Lagae A., Dutré P.:	Probabilistic Visibility Evaluation using Geometry Proxies. (published at *Eurographics Symposium on Rendering 2014*)

Past projects

Revision	a three-dimensional ray tracing engine written from scratch, capable of rendering scenes with several kinds of effects (e.g. motion blur, depth of field,...)
Silen	extracurricular group project in which we wrote a cross platform music player written in Java using SWT and GStreamer.

References available to contact

Prof. dr. ir. Philip M. Dutré — e-mail: philip.dutre@cs.kuleuven.be; phone: +32 (16) 32 7667

- Professor, Computer Graphics, KU Leuven
- Department of Computer Science, Celestijnenlaan 200A, B-3001 Leuven, Belgium