

Ruben Broekx

COMPUTER SCIENCE · ENGINEERING · STUDENT

Boemerangstraat 21, 3900 Pelt, Belgium

☎ (+32) 493 03 48 68 | ✉ broekxruben@gmail.com | 🌐 rubenbroekx | 📺 RubenPants | 🗣️ Dutch, English | 🐍 Python, Java, MatLab

Summary

I am a student in the second master of computer science and passionate about artificial intelligence. I have strong analytical skills and always work fast and accurate. In the search for my first job, I find it important that I work at the cutting-edge of technology such that I get the opportunity to learn while using this knowledge to bring complex projects to a successful conclusion.

Education

University of Leuven

MASTER IN COMPUTER SCIENCE - ARTIFICIAL INTELLIGENCE.

Leuven, Belgium

Sep. 2018 - PRESENT

- Anticipated graduation date: June 2020.
- Thesis subject: "Deep Plastic Neural Network Based Neuroevolution" under supervision of Karl Tuyls, a Research Scientist at Google DeepMind and professor at the University of Liverpool. Framework used for the thesis is **PyTorch**.

University of Leuven

BACHELOR IN COMPUTER SCIENCE AND ELECTRICAL ENGINEERING.

Leuven, Belgium

Sep. 2015 - Aug. 2018

Experience

Nokia Bell Labs

RESEARCH INTERN

Antwerp, Belgium

July 2019 - Sep. 2019

- Developed a code summarization artificial neural network that predicts a short natural language description for a given **Python** code snippet, with the assistance of a highly skilled team of researchers.
- Built a **Keras** based framework to efficiently process data and train/evaluate different types of models.

Contact: Tom Van Cutsem – tom.van_cutsem@nokia-bell-labs.com

University of Leuven

TEACHING ASSISTANT TO THE BACHELOR'S THESIS

Leuven, Belgium

Sep. 2018 - June 2019

- Assisted the students of Computer Science with their Bachelor's thesis in which they made a **TensorFlow** based face recognition mobile application.
- Received this job offer by obtaining a perfect score (**100%**) on my own Bachelor's thesis.

SoundTalks NV

BACK END DEVELOPER - STUDENT JOB

Leuven, Belgium

Aug. 2018 - Sep. 2018

- Developed the back end for their product website using **Python** and the **Django REST framework**.
- Tripled server query response time by restructuring the code and modifying the queries.
- Worked in a **Scrum** environment.

Contact: Dries Berckmans – dries.berckmans@soundtalks.com

Kazou / Imago

YOUTH LEADER

Limburg, Belgium

July 2012 - Present

- Gained leadership experience by preparing and leading youth vacations for groups up to one hundred children.

Extracurricular Projects

GROUP PROJECTS

- Created a simulation implemented in **Java** where a network of drones act as a distributed package-delivery system. [GitHub]

INDIVIDUAL PROJECTS

- Experimented with convolutional neural networks by creating an image-enhance application using **Keras**.
- Learned about *Transfer Learning* by creating my own **Keras** based tutorial using the MNIST dataset. [GitHub]
- Gained a deeper insight in **Python** by creating a bot that plays chess using the minimax-algorithm with alpha-beta pruning. [GitHub]
- Improved my **Java** skills by creating my own implementation of the game 'Asteroids'. [GitHub]
- Gained experience with **Android** and **Firebase** by programming my own Android apps. [Google Play - "Broekx"]