

Jakob Soens

Student Media & Creative Technologies

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Work Experience

Sales IT @ Media Markt Kortrijk

May 2018 - Feb 2019 // Kortrijk

- > Ability to read, write and effectively communicate with customers, peers and management
- > Manage part of the store so it is clean and presentable to the customers
- > Technical knowledge about electronic products specifically laptops, computers & mobile phones

Bartender @ Gainsbar

Sep 2017 - Mar 2019 // Kortrijk

- > Prepare alcoholic or non-alcoholic beverages for customers
- > Gather knowledge about different types of beers & cocktails
- > Learn how to work in a team efficiently

Projects

* All projects can be found in detail on my website: jakobsoens.be

School

Project I: Build an IoT device using a Pi & 3 sensors

- > I built a device with an air quality, a humidity, a temperature and a dust sensor.
- > It measures all the air quality of the room and it saves the data in a database which can be accessed on a web app
- > The device automatically turns on an air purifier/humidifier when needed

Device Programming: Xamarin app based on an existing API

- > My app is based on <https://thecatapi.com/>
- > You get a list with countries to filter the different kinds of cat breeds
- > I implemented a login with error handling and a favorite button to save pictures that you like

Interaction Design: HTML/CSS website with JS based on an existing API

- > My website is based on sun/mooncalc API that gives information on the sun/moon
- > I've created a simple design that shows the current sun/moon position with animations

Project II: Team project with a fixed assignment

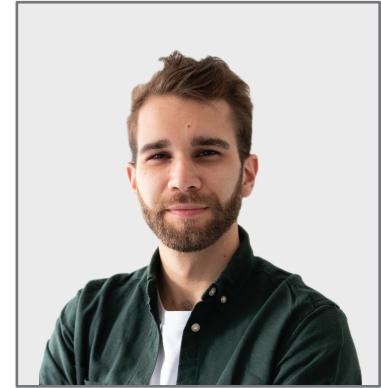
- > For this project we worked as a team to recreate the game Twister. We wanted to make it more interesting so children would be encouraged to exercise more.
- > We recreated the Twister board with pressure sensors and LEDs
- > With this we could add new game modes and a display with sound

Advanced Programming & Maths: A* Algorithm

- > Create a maze solver using an A star Algorithm in Python
- > In this assignment it was the intention to experiment with the A* algorithm and to calculate the distance between 2 points
- > I experimented with Euclidean, Manhatten and Diagonal Distance
- > I used Pygame to visualize the maze and solution

Project III: Team project for an external client

- > Our external client was Jimber IT security provider based in Oostkamp
- > Jimber wanted to see if it was possible to create an indoor tracking app using bluetooth beacons.
- > We created an app in Flutter using existing libraries that gathered data from the bluetooth beacons. This data was sent to a k-nearest neighbor model, then we could track the location and display it in the app



Skills

Human languages

Fluent in Dutch and English, Basic French

Programming languages

Javascript, HTML, CSS/Sass, Python, C, Dart

Libraries & Frameworks

NodeJS, Typescript, ExpressJS, Flutter, Numpy, Scikit-Learn, SciPy, Pandas, Pygame, PySide

Tools & platforms

Git, Docker, Wordpress, Azure, Amazon AWS

Design

Photoshop, Lightroom, Illustrat or, XD

Education

Howest Kortrijk

2019 - Present // Kortrijk

Bachelor in Media & Creative

Technologies

specialization Smart Tech & AI

Tales System (Korazon)

2014 (1 month) // Izegem

Internship: Web development/design using a bootstrap framework with Sass

Viso Mariakerke

2010 - 2014 // Mariakerke, Gent

High school studies: Graphical Media & Multimedia + Web Developer

Interests

Wakeboarding, photography, traveling, reading, music