

# Jakob Soens

## Student Media & Creative Technologies

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 jakobsoens.be

 [github.com/SoensJakob](https://github.com/SoensJakob)

## 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 team efficiently



## Projects

\* All projects can be found in detail on my website: [jakobsoens.be](http://jakobsoens.be)

### School

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

- > I build a device with air quality, humidity & temperature and a dust sensor.
- > This would measure all the air quality of the room and save them in a database which can be accessed on a web app
- > The device would automatically turn 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 races
- > I implemented a login with error handling and a favourite 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 give 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 had to work in team to recreate the game Twister to make it more interesting and to encourage children to exercise
- > 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\* Algoritme

- > Create a maze solver using an A star Algoritme in Python
- > In this assignment it was the intention to experiment with the A\* algoritme and calculating 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 send 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

### Viso Mariakerke

2010 - 2014 // Mariakerke, Gent

High school studies: Graphical Media & Multimedia + Web Developer

### Tales System (Korazon)

2014 (1 month) // Izegem

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

### Howest Kortrijk

2019 - Present // Kortrijk

Bachelor in Media & Creative Technologies  
specialization Smart Tech & AI

## Interests

Wakeboarding, photography,  
traveling, reading, music