

Toon Stuyck

Education

2012–2016 **Bachelor of science in engineering, Computer Science**, *KU Leuven*, Leuven.

2016–2018 **Master of science in engineering, Mathematical Engineering**, *KU Leuven*, Leuven.
Specializing in Computer Graphics and Image Processing and Scientific Computing

Relevant courses :

Fundamentals of Computer Graphics, Wavelets, Computer Graphics 2, Pattern recognition and Image Interpretation, Parallel Computing, Deterministic and stochastic integration techniques, Optimization, Numerical simulation of differential equations

Reference can be provided by Prof. Philip Dutré

Experience

2015–2015 **Engineering internship**, *Kaneka Belgium NV*, Westerlo-Oevel, Belgium.
(3 weeks) Helped maintain the database and helped with debugging of code.

2016–2016 **Research intern**, *Sioux LIME*, Eindhoven, Netherlands.
(8 weeks) Realization of a 3D realtime scanner for a persons teeth and gums or denture. I have investigated different methods for quick and accurate normal and curvature computations. The final method was able to correctly calculate the normals of point clouds with up to 5000 data points in milliseconds.

Languages

Dutch	Native language
English	full professional proficiency
French	limited working proficiency

Computer skills

3D Modeling Software	Blender, Maya	OOP	Python, Java, C++
Parallel Programming	MPI, OpenMP	Scientific Software	Fortran, Matlab, Maple