

Olivier Luyckx

Personal info:

Address: Sevenhanslei 43, 2950 Kapellen, Belgium
Phone number: +324 98 01 90 22
Date of birth: 8th of July 1996
Place of birth: Brasschaat
Driver license: Type B
Social Media: [Twitter](#), [Youtube](#), [LinkedIn](#), [Github](#)
Email: o.luyckx@gmail.com



Education

2008 – 2015 Stedelijk Lyceum Meir Highschool Degree: Industrial ICT.
Graduation Project: Test creator/generator in .docx & .pdf as output (.NET VB + DocX)

2015 – 2018 Karel de Grote College University Professional Bachelor Applied Computer Science: Software Development
Final Project (Group project): Feature recognition from pictures and face recognition from snapshots of security camera's with TensorFlow (Python & Angular frontend).

2018 – 2019 University of Antwerp Master Computer Science: Software Engineering (not finished)

Experience

July 2012 – August 2012 Student job at Carrosserie Cassiers.

March 2015 – May 2015 Internship Software Developer at Comm-IT.
Small projects in .NET (C# & VB) & HTML/CSS3 + help development on my graduation project (.NET VB).

April 2018 – June 2018 Internship Full Stack Developer at Faktion (*FactionXYZ at the time*).
Chatbot Analytics Dashboard development.
The following frameworks/languages were used: NodeJS with ReactJS frontend. MySQL & MongoDB

August 2018 – September 2018 Student job Full Stack Developer at Faktion.
Continuation on the Chatbot Analytics Dashboard development.
The following frameworks/languages were used: NodeJS with ReactJS frontend. MySQL & MongoDB

November 2019 – December 2020 Junior Consoltant at Ferranti via Exellys.
Via Exellys I worked at Ferranti as a Junior Consultant from November 2019 till December 2020. I worked on making customizations on their MECOMS platform for the client Brabant Water. The following technologies were used: .NET Core with Azure, Docker & Kubernetes, Dynamics 365 (X++) & Microsoft SQL. Microsoft Devops was used as version control.

May 2021 – December 2021

Back-end Developer at Melexis via Exellys.

Via Exellys I worked at Melexis as a back-end Developer. I did research & development in the OPC-UA technology for interfacing with testing machines on the factory floor. The following technologies were used: NodeJS, OPC-UA, Go, Python, Java, Apache Camel & GCP.

January 2022 – April 2024

Full-stack Developer at Plantyn via Crax-IT.

Via Crax-IT I worked at Plantyn. I was part of the project to bring old .NET Form application to a modern microservices architecture using a Web frontend. I mainly did the frontend side. The following technologies were used: .NET core 6, React, Redux, MS SQL & Devops.

June 2024 – Current

Full-stack Developer at Qcify via Crax-IT.

Via Crax-IT I currently work at Qcify. I'm part of the web team creating and maintaining internal and external web applications, managing the company cloud infrastructure and interfacing with other development teams for desired features. The following technologies are used: NodeJS, NextJS, Python, C++, MySQL & Devops.

Certificates

November 2020

Microsoft Azure Developer Associate. AZ-204 Exam

Valid till 16 November 2022. ([certificate](#))

June 2024

Linguapolis Japanese Language Course N5

University of Antwerp. ([certificate](#))

Skills

Personality:

- Calm
- Curious/Studious
- Listener
- Driven

Technologies:

The order of the items roughly determine my experience/knowledge on the subject both in professional and self-taught context.

Programming Languages:

Typescript, NodeJS, C/C++, C# .NET

Data Access Languages:

MS SQL, MySQL, MongoDB

Frameworks:

React, NextJS, .NET Core, .NET MVC, Dynamics 365

Development Environments:

Visual Studio Code, Microsoft Visual Studio, JetBrains IDE's (Webstorm, CLion, IntelliJ)

Debugging Tools:

Ghidra, Ollydbg, x86dbg, GDB, IDA Pro

Development Flow:

Microsoft Devops, Atlassian Jira, YouFlow, GitFlow , Agile (SCRUM)

Cloud:

Azure, AWS, GCP
Docker, Kubernetes

Miscellaneous:

OpenGL, Vulkan, ARMv7, PowerPC & x86 Assembly, Arduino, Unity, Qt, TensorFlow

Languages:

Dutch	Native language
English	Very good
French	Average
Japanese	Basic

Hobbies

- Coding
Software Developer by day, Reverse Engineer by night. My field of interest in programming is quite wide. Some of the subjects of my personal projects are about: Game decompilation, File format reverse engineering, PC game hacks/modifications, Console emulation and Graphics libraries (OpenGL/Vulkan). A few of these projects can be found on my GitHub page.
I'm currently enjoying reading books on topics like Cryptography, cyber security, reverse engineering & hardware security.

- **Gaming**
Big Nintendo fan. I'm active in the competitive Mario Kart Wii scene.
- **Sports**
I swam semi-competitively for one year back in 2015. Now I swim and go to the gym once a week for my work out.
- **Drawing**
Sometimes in my leisure time I like to spend my time drawing. Most of the time I draw fantasy landscapes, monsters, robots & characters from video games.
- **Japanese**
I am a big fan of Japan. In my leisure time I like to study Japanese and I have ambitions to someday use this in my career.