

Nicolas Hillegeer

Engineer, Computer Scientist

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PERSONAL INFORMATION

Date of Birth February 11, 1988
Place of Birth Beveren-Waas, Belgium

EDUCATION

2010 – 2011 **Master in Computer Science**, Katholieke Universiteit Leuven, Leuven.
Specialization in Artificial Intelligence
2009 – 2010 **Master in Computer Science**, Universidad Autónoma de Barcelona, Barcelona.
2006 – 2009 **Bachelor in Engineering Sciences: Computer Science**, *cum laude* (71,75%), Katholieke Universiteit Leuven, Leuven.
Minor in Business Management
2000 - 2006 **Secondary school (Latin-Mathematics)**, Sint-Lievenscollege, Antwerpen.

LANGUAGES

Dutch Native language
English Fluent in speaking, reading and writing
Spanish Fluent in speaking, reading and writing
Portuguese Fluent in reading, average in speaking and writing (Brazilian variant)
French Fluent in reading, basic in speaking and writing
Catalan Fluent in reading, very basic in speaking and writing

ACADEMIC ACTIVITIES

August – September 2010 **Scientific Project**, *Development of a hybrid neural network for recognition of material hardness through soundwave analysis*, Department of Physics, K.U.Leuven.
October – June 2009 **Team Project**, *Building and programming a pathfinding robot in team*, K.U.Leuven.

MASTER THESIS

Title *Fresco Reconstruction*
Supervisors Gewoon Hoogleraar Philip Dutré
Benedict J. Brown
Description The object of this thesis is to construct various tools with the goal of aiding and optimizing the workflow of archaeologists trying to restore frescos all over the world. Primarily this means digitally reconstructing the fresco with the aid of specific algorithms, and helping the operator judge the results whilst allowing him/her to suggest new possibilities.

COMPUTER SKILLS

Programming Languages C, C++, Java, Scala, Python, Javascript, Lua, Prolog

Markup (X)HTML, CSS
Languages
Databases MySQL, PostgreSQL, SQLite
Tools Maple™, MatLab™, Solid Edge™, ...
Office Microsoft Office™, L^AT_EX
Automation

WORK EXPERIENCE

September 2011 – **Consultant**, *Development and maintenance of a big data warehouse for a large player in the chemical industry*, Capgemini, Diegem.
September 2012

STUDENT WORK EXPERIENCE

August – **Scientific Project Developer**, *Development of a hybrid neural network for recognition of material hardness through soundwave analysis*, Department of Physics, K.U.Leuven.
September 2010
August – **Game Developer**, *Pilot project: construction of an educational game for children teaching them about evolution*, Department of Biology, K.U.Leuven.
September 2009

EXTRACURRICULAR ACTIVITIES

2009 – 2010 **One year foreign experience on erasmus in Barcelona, Spain.**
2007 – 2011 **Soccer and mini-soccer tournaments organized by VTK Leuven.**
Extra leisure **Reading, culture, travelling, skiing, running and fitness.**

UPDATED

January 16, 2013