Derek **Hendrickx**

Software Developer

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Experience

TWG
Toronto, Canada

Software Engineer
Jul. 2016 - Now

- Developed a REST API for several games in JavaScript with Node.JS, Express and Web Socket.
- Developed the front-end for several games in JavaScript with ReactJS and Redux.
- Improved a PostgreSQL database.
- Developed a prototype with different interactions for a VR project in C# with the HTC Vive and Unity 3D.

ADNEOM
Brussels, Belgium

Full Stack Developer
Jun. 2015 - Jul. 2016

- Led teams of 3 to 7 developers.
- Designed and developed several REST API in JavaScript with Node.JS and Express.
- Designed the MongoDB databases.
- Designed and developed the front-end for web applications in JavaScript with AngularJS.
- Developed a real-time notification systems.
- Developed an hybrid mobile application for Android and iOS in JavaScript with Cordova, IONIC and AngularJS.
- Debugged and improved an existing code base in CoffeeScript and C++.
- Improved an existing Node.JS backend for a cloud deployment on Heroku, AWS S3 and Cloudinary.
- Tested and reviewed the code for a web application in the cloud (SaaS).
- Developed a Facebook Messenger bot in JavaScript.

Big Bad Wolf
Genval, Belgium

R&D Intern
Mar. 2014 - Aug. 2014

- Developed several features for an augmented reality mobile game in C# using Vuforia and Unity 3D.
- Designed the REST API to interact with the augmented reality game.
- Designed and developed a computer vision plug-in for Unity 3D in C++ and C#.
- Improved an existing Unity 3D plug-in to improve the artists workflow for a virtual reality project with Oculus Rift.
- Developed two post-processing shaders for Unity 3D in Cg.

Immeractive
Uccle, Belgium

R&D Intern
Feb. 2012 - May. 2012

- Designed and developed a 3D real-time preview plugin for Autodesk Revit Architecture in C#.

Skills

Languages	C/C++, C#, HTML 5/CSS 3, Java, JavaScript
Libraries	AngularJS, Cordova, IONIC, NodeJS, React, Redux, OpenCV, OpenGL
Databases	MongoDB, PostgreSQL
Analysis	UML, Design Patterns
Software	Git, Docker, Unity 3D, Unreal Engine 4, Android Studio, Visual Studio, Visual Studio Code, WebStorm
O.S.	Linux, Mac OS X, Windows

Education

University Lille 1 : Sciences and Technologies,
Lille, France

M.S. in Computer Science
Sep. 2012 - Sep. 2014

- Specialization in image, vision and interaction : computer graphics, computer vision and multi agent systems.

Institut Paul Lambin   *Brussels, Belgium*

B.S. in Computer Science   *Sep. 2009 - Jun. 2012*

• Graduated with Distinction.

Honors & Awards

2016	**Earned all the awards**, Gift the Code	*Toronto, Canada*
2012	**2nd Place**, Be My App Contest	*Brussels, Belgium*

Languages

French   Primary language

English   Full professional working proficiency (TOEIC: 930/990)

Dutch   Basic

Interests

Computer science, programming, video games, music, filmmaking, photography, reading, travelling.