

Derek Hendrickx

Full Stack Developer

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Skills

Languages C/C++, C#, HTML/CSS, Java, Javascript
Libraries AngularJS, IONIC, NodeJS, OpenCV, OpenGL
Databases MongoDB
Analysis UML, Design Patterns
Software Visual Studio, Sublime Text, WebStorm, Git, Unity 3D
O.S. Linux, Mac OS X, Windows

Professional Experience

- October 2015 to now **Full Stack Developer**, *ADNEOM*, Brussels, Belgium.
Web application for Thalys to manage the incoming reports about equipment issues in the trains made with a custom framework from Togetair.
— Leader in a team of 3 developers.
— Worked on several features : account management, reports management (including dupes), report prioritization system, reports filtering/ordering, receive new report from an external server.
— Real-time update and high priority notifications with Server Sent Events.
— Setup production server with Docker.
- April 2016 to May 2016 **Software Developer**, *Strukla*, Brussels, Belgium.
STRÜKLA is a POLAROID-like on-demand printer directly connected to event attendee's smartphone.
— Debug existing C++/Javascript code.
— Setup new Ubuntu based servers including the printer and network configuration.
— Add the option to set the printing orientation.
- October 2015 to December 2015 **Software Tester**, *Howaboutsals*, Brussels, Belgium.
Testing, code review and support for Howaboutsals, a cloud solution (SaaS) for indirect sales channel management. They automate sales and marketing processes through the entire partner and customer journey.
- June 2015 to September 2015 **Mobile Developer**, *ADNEOM*, Brussels, Belgium.
Risers, a mobile application on Android and iOS for a new social network.
— Leader in a team of 3 to 7 developers.
— Worked on several features : hit parade, alarm, statistics, ranking system, push notifications, multi-language support (English, French and Dutch).
— Backend optimisations and refactoring.
— Administration with a web application hosted on Amazon Web Services.
— Cloud migration to Heroku, Mlab and Cloudinary.

- March 2014 to August 2014 **R&D Intern**, *Big Bad Wolf*, Genval, Belgium.
- Augmented reality mobile game for an Easter advertising campaign. This project used Unity 3D and the Qualcomm Vuforia SDK.
 - Face-tracking plug-in for Unity 3D using OpenCV. It is a native plug-in in C++ with a focus on performance for a smooth tracking and a decent framerate in Unity.
 - Development of added functionalities to an existing spline plug-in for Unity 3D in order to control the speed and acceleration of a roller coaster experience with Oculus Rift. The tool developed had to be easy to use for an artist.
 - Lens dirtiness effect post-processing shader for Unity 3D written in Cg.
- July 2013 to August 2013 **Android Developer**, *CORB*, Waterloo, Belgium.
- Management of the membership based on a card with a QR code.
 - Promotional display on full screen based on a QR code.
- February 2012 to June 2012 **R&D Intern**, *Immeractive*, Uccle, Belgium.
- Integration of OGRE in Autodesk Revit Architecture for a real-time 3D preview.

Education

- 2012 – 2014 **Master's in Computer Science**, *University Lille 1 : Sciences and Technologies*, Lille, France.
Specialization in image, vision and interaction : computer graphics, computer vision and multi agent systems.
- 2009 – 2012 **Bachelor's in Computer Science**, *Institut Paul Lambin*, Brussels, Belgium.
Graduated with Distinction.

Awards

- 2012 **Be My App Contest**, Brussels, Belgium.
Second place for the project *MyHygie*, an Android application that reminds patients when they have to take their medication.

Languages

- French **Primary language**
- English **Full professional working proficiency** *TOEIC score : 930/990*
- Dutch **Basic**

Interests

- Computer Science
 - Video games
 - Filmmaking
 - Reading
- Programming
 - Music
 - Photography
 - Travelling