

# 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.  
— Technical leader in a team of 3 developers.  
— Real-time update and high priority notifications with Server Sent Events.  
— Setup production server with Docker.
- 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.  
— Technical leader in a team of 3 to 7 developers.  
— Worked on several features like audio, notifications, profile, top users, statistics and settings.  
— Multi-language support : English, French and Dutch.  
— Backend optimizations and refactoring.  
— Cloud migration with Heroku, Mlab and Cloudinary.  
— Administration with a web application hosted on Amazon Web Services.
- 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.  
Student job.  
— Management of the membership based on a card with a QR code.  
— Promotional display on full screen based on a QR code.

February 2012 **R&D Intern**, *Immeractive*, Uccle, Belgium.  
to June 2012 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	<b>Primary language</b>	
English	<b>Professional working proficiency</b>	<i>TOEIC score : 930/990</i>
Dutch	<b>Basic</b>	

## Interests

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