Derek Hendrickx

Developer

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November 18, 1990
Belgian
Driver's licence

Skills

Languages	C, C++, C#, HTML/CSS, Java, Javascript, SQL
Libraries	AngularJS, IONIC, NodeJS, OGRE 3D, OpenCV, OpenGL, Qt, WebGL
Databases	MongoDB, PostgreSQL, SQLite
Analyze	UML, Design Patterns
Softwares	Eclipse, Visual Studio, Qt Creator, Git, SVN, Unity 3D
O.S.	Linux, Mac OS X, Windows

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.

Experience

June 2015 to now **Developer**, *ADNEOM*, Brussels, Belgium.
Testing, code review and support for Howaboutsales, a cloud solution (SaaS) for indirect sales channel management. They automate sales and marketing processes through the entire partner and customer journey.
Technologies used : JIRA, AngularJS, IONIC, HTML 5/CSS, Git, SourceTree.

Mobile application on Android and iOS for a new social network in a team of 3 to 7 developers that I had to lead at the end.

- Worked on several features like audio, notifications, profile, top users, statistics and settings.
- Multi-language support : English, French and Dutch.
- Performance optimization on the backend and migration to the Cloud.
- Backend refactoring.
- Web application for administration.

Technologies used : Linux, Heroku, Cloudinary, AWS S3, Git, AngularJS, IONIC, HTML 5/CSS, MongoDB, NodeJS and REST.

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.

Technologies used : Windows, Visual Studio, Unity 3D, Qualcomm Vuforia SDK, Cg, REST, JSON, multithreading, OpenCV, C# and C++.

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.

Technologies used : Android, REST, PHP, MySQL and Java.

February 2012 to June 2012 **R&D Intern**, *Immeractive*, Uccle, Belgium.

Integration of OGRE in Autodesk Revit Architecture for a real-time 3D preview.
Technologies used : Windows, Visual Studio, Autodesk Revit, OGRE and C#.

Projects

December 2014 **Survive**, *Ludum Dare #31*.

This project is my participation to the Ludum Dare #31, the famous online game jam. I made this small 2D game in a few hours as I couldn't work on it the whole weekend. The goal of the game is to survive against waves of enemies while managing your ammunitions. To avoid being out of ammo, you can grab box that are falling from the sky to help you reload. The game is playable on atemu.itch.io/survive.
Technologies used : Unity 3D, C#, Microsoft Visual Studio, Adobe Photoshop.

October 2013 to February 2014 **3D anatomy in augmented reality**, *SHACRA research team*, INRIA Lille, France.

When medicine students have to learn the human anatomy, they only have books at their disposal. They cannot practice on human bodies. The project consisted in developing an application that will replace those books. By using a tablet device and the augmented reality technology, which adds virtual information over the reality, they can see the anatomical information and interact with it.
Technologies used : Mac OS X, Mono Develop, Unity 3D, C#, Python, Autodesk Maya, OptiTrack and custom client/server solution.

January 2013 to May 2013 **Markerless motion capture with the Microsoft Kinect**, *MIIRE research team*, LIFL, France.

Microsoft Kinect, a device that embeds color video sensor and a depth sensor, has made its place in the toolbox of 3D animators. The strength of the Kinect is the ability to find the skeleton of the person in front of the sensor, incorporating a quick recognition and requires no training to use. The objective of this project was to generate real-time full 3D motion data in a standard format like Biovision Hierarchy (BVH).
Technologies used : Windows, Microsoft Kinect, Microsoft Kinect SDK, multithreading, Qt and C++.

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.
Technologies used : Android, Java and Eclipse.

Languages

French **Primary language**
English **Professional working proficiency** *TOEIC score : 930/990*
Dutch **Basic**

Interests

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