

Derek Hendrickx

SOFTWARE DEVELOPER

Leslieville, Toronto, Ontario, Canada

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Skills

Languages	JavaScript (Web/Node.js), Python, C++, C#, Rust
Libraries	React, React Native, Django
Databases	PostgreSQL, MongoDB
Softwares	Git, Docker, Jenkins, CircleCI, Heroku, Unity 3D

Experience

Wave

Toronto, Canada

SOFTWARE ENGINEER

Jan. 2019 - Now

- Added reliability to a service by assuring the data is correctly propagated in the event of a third party API outage.
- Refactored and simplified redundant code all into a single module which handles validation mechanisms for HTTP responses.
- Improved the performance of an internal tool by reducing the size of unnecessarily long response payloads by over 90% thus bringing the response time down by over 60%.

TWG

Toronto, Canada

SOFTWARE ENGINEER

Jul. 2016 - Dec. 2018

- Fixed stuttering issues on a React game where the average framerates were 15 fps to a smooth 45 fps minimum on any hardware.
- Modularized monolith application to simplify the code and removed repetition, reduced by over 2500 lines.
- Developed a comprehensive set of React Native components for an e-commerce module within a month.
- Delivered multiple virtual reality prototypes for mind-fullness interactions using C# with Unity 3D and the HTC Vive.

ADNEOM

Brussels, Belgium

FULL STACK DEVELOPER

Jun. 2015 - Jul. 2016

- Investigated, documented and corrected issues on a critical legacy project with no documentation.
- Reenvisioned and exported image processing module away from an inefficient monolith application.
- Upgraded running production environment by integrating Docker into a critical air-gaped system.
- Architected and prototyped a chat bot in 1 month using Node.js.

Big Bad Wolf

Genval, Belgium

R&D INTERN

Mar. 2014 - Aug. 2014

- Developed an augmented reality mobile game within 1 month in C# using Vuforia and Unity 3D.
- Developed a C++ library that allowed integration between OpenCV and Unity 3D.
- Introduced multi-threading and translation of C++ data structures into C# compatible objects.
- Doubled performance by fixing conflicts with an external device causing a bottleneck to the framerate.
- Delivered new features for a spline plug-in for Unity 3D facilitating the workflow for artists when generating animations.
- Developed post-processing shaders from scratch for Unity 3D with nVidia's Cg.

Immeractive

Uccle, Belgium

R&D INTERN

Feb. 2012 - May. 2012

- Developed a 3D real-time preview plugin in C# for Autodesk Revit Architecture by integrating Ogre, a flexible and scene-oriented 3D engine.

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.

Interests

Programming, virtual reality, video games, music, filmmaking, photography, reading, travelling.