

# Derek Hendrickx

SOFTWARE DEVELOPER

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## Experience

### Wave

Toronto, Canada

SOFTWARE ENGINEER

Jan. 2019 - Now

- Refactored all the HTTP requests to use an internal library with a focus on security improvements.
- Improved the HTTP requests response validation to handle a retry mechanism in case of an outage from a third party API.
- Fixed bugs and wrote tests for the Python backend with Django.

### TWG

Toronto, Canada

SOFTWARE ENGINEER

Jul. 2016 - Dec. 2018

- Developed web applications in JavaScript with Node.JS and Express for the backend and ReactJS and Redux for the frontend.
- Improved productivity by providing a mock API.
- Developed reusable components for a mobile applications in JavaScript with React Native and Redux.
- Developed a VR prototype for mind-fullness interactions in C# with Unity 3D and the HTC Vive.

### ADNEOM

Brussels, Belgium

FULL STACK DEVELOPER

Jun. 2015 - Jul. 2016

- Led teams of up to 7 developers.
- Developed web applications in JavaScript with NodeJS, Express and AngularJS.
- Developed a mobile application in JavaScript with Cordova, IONIC and AngularJS.
- Debugged and improved an existing code base in NodeJS and C++.
- Improved an existing NodeJS backend for a cloud deployment on Heroku, AWS S3 and Cloudinary.

### Big Bad Wolf

Genval, Belgium

R&D INTERN

Mar. 2014 - Aug. 2014

- Developed several features for a 2 weeks only augmented reality mobile game in C# using Vuforia and Unity 3D.
- Debugged the REST API that allowed the 2 weeks event to continue without publishing a new version of the augmented reality mobile game.
- 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 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, Python

### Libraries

AngularJS, Django, NodeJS, OpenCV, OpenGL, React, Redux

### Databases

MongoDB, PostgreSQL

### Analysis

UML, Design Patterns

### Software

Docker, Git, PyCharm, Visual Studio, Visual Studio Code, Unity 3D, Unreal Engine 4

### 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.

## Languages

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**French**      Primary language

**English**      Bilingual proficiency

## Interests

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