

Derek Hendrickx

SOFTWARE DEVELOPER

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Experience

Wave

Toronto, Canada

SOFTWARE ENGINEER

Jan. 2019 - Now

- Refactored 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 NodeJS 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 application in JavaScript with React Native and Redux.
- Developed a virtual reality 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

French Primary language

English Bilingual proficiency

Interests

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