Lucas driessens

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Education

Expected in 07/2024 **Bachelor of Applied Science**, **Multimedia And Creative Technologies: AI Engineer**, ***HoWest***, Kortrijk

2021 **Bachelor of Applied Science**, **Toegepaste Informatica**, ***HoGent***, Gent

07/2019 **High School**, **Industrial ICT**, ***Koninklijk Atheneum Geraardsbergen***, Geraardsbergen

Summary

As an AI engineering student, I bring a unique blend of technical expertise and a well-rounded, adaptable approach to life. While my studies in AI have equipped me with rapid learning and independent problem-solving skills, my interests span a wide spectrum, including going on hikes, reading, playing bass guitar and cooking. These pursuits have cultivated my creativity and versatility. My easy-going and sociable nature makes me an effective team player, and my stress resistance keeps me focused under pressure. I relish the thrill of new experiences and am eager to contribute my enthusiasm, adaptability, and technical prowess to an internship role where I can continue to learn and make a positive impact.

Skills

- Microsoft Azure
- Cosmos DB
- Adobe XD
- Adobe Illustrator
- Python
- TensorFlow
- Java
- C#
- Xamarin
- MySQL
- MongoDB
- .net (dotnet)
- JavaScript
- HTML
- Cascading Style Sheets (CSS)

Professional Experience

07/2019 - 07/2019
Student Worker
***Groenpalet*, Geraardsbergen (On-Site)**
- Maintenance and placing of green roofs
- caring for the plants in the plant center

01/2019 - 02/2019
Intern
***ICT Stad Geraardsbergen*, Geraardsbergen (On-Site)**
- setup and maintaining the computers of the workers in several sites of the city (hospitals, police, library, town hall, ...)
- research and proof of concept for a project of the police force (remote camera/surveillance system working over 5G)
- re-cabling of network rooms
- setup up of online live streaming of the local town hall meetings

Certifications

*VCA (*Veiligheid, Gezondheid en Milieu Checklist Aannemers)

Projects

BikeMaps: Ride Through Google Maps with Your Stationary Bike

- Description: Developed an interactive project that enables users to navigate Google Maps while using a stationary bike. This project involved integrating Google Maps API, building a user-friendly interface for an immersive biking experience, and implementing a unique feature where the front wheel moved up and down based on the current levitation, providing a realistic and engaging biking simulation.
- Skills Used: JavaScript, Google Maps API, .NET MVC, Arduino, C#

COF-FI: Remote Controlled Coffee Machine and Beyond

- Description: A versatile remote-controlled coffee machine that goes beyond traditional coffee-making. This project involved a complete redesign of the machine, making it capable of brewing coffee from anywhere over WI-FI. Additionally, it tracks daily coffee consumption, monitors water reservoir levels, detects the presence of a coffee pot underneath the machine, and measures the machine's temperature for optimal brewing.
- Skills Used: IoT, Hardware Integration, Arduino, MySQL, Python
- GitHub Link: [https://github.com/howest-mct/2021-2022-projectone-driessenslucas]

UpWall: Smart Climbing Wall with Social Media Integration

- Description: A smart climbing wall integrated with a social media platform, enhancing the climbing experience and fostering a community of climbers. This project involved IoT, hardware development, and social media API integration. In this team project I focused on; building the API, creating the secure login system with Azure Active Directory and javascript
- Skills Used: IoT, Hardware Development, Microsoft Azure, Azure AD, Javascript, C#
- GitHub Link: [https://github.com/driessenslucas/teamproject-klimmuur-groep1-raspsite][https://github.com/driessenslucas/teamproject-klimmuur-groep1] [https://github.com/driessenslucas/teamproject-klimmuur-groep1-api]

KreeftAI: Lobster Weight and Gender Prediction

- Description: A pivotal proof of concept aimed at driving innovation in sustainable lobster breeding. The project's primary objective was to establish a foundational framework that seamlessly facilitates ongoing development efforts. We built a system for predicting lobster weight and gender through the application of machine learning techniques and data analysis. In addition, we designed a comprehensive data collection platform, simplifying the process of adding new lobster weight data to our database.
- Skills Used: Machine Learning, Data Analysis, AI Model Development, Python, Docker, Microsoft Azure

Languages

Dutch
Bilingual or Proficient (C2)

English
Advanced (C1)

French
Intermediate (B1)