

# Ing. Jelle Meeus

## PERSONAL DETAILS

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<i>Location</i>	2580 Putte
<i>Phone</i>	+32 471 757 824
<i>Mail</i>	jelle.meeus@hotmail.com
<i>Languages</i>	Dutch (mother tongue), English (C1), French (B1)
<i>Driver's License</i>	B
<i>Website</i>	<a href="https://jellemeeus.github.io">https://jellemeeus.github.io</a>

## EDUCATION

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Master of Science, Electronics and ICT Engineering Technology  
*Katholieke Universiteit Leuven - Campus De Nayer - Sint-Katelijne-Waver*

2018

## MASTER THESIS

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Continuous unobtrusive user authentication using gait for wearable devices, utilizing machine learning algorithms

*OneSpan*

I researched a new feature-extraction technique to allow traditional machine learning models to recognize walking activity and recognize gait in a fast and accurate way. I developed a server application (**Python**) to process gait data and train models. I implemented a wearable application (**Android**) to record data and run inference of said trained models in real-time.

## WORK EXPERIENCE

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Machine learning algorithms student

summer 2017

*OneSpan*

Developed a demo allowing recording and analysis of gait data on an **Android** wearable device.

Junior Software Engineer

Nov 18 - Feb 19

*Sioux Embedded Systems*

I wrote tools accommodating a customer's migration from a **Perforce** Version Control System (**VCS**) to **Git**. I implemented existing and new features using **Python** and **Gitlab** API to meet in-house developer demands. I setup a R&D Internal website (**Bootstrap**) to provide an overview of projects that updates nightly.

## TECHNICAL SKILLS

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<i>Languages</i>	<b>Python</b> , <b>Javascript</b> , <b>C#</b> , Java, C/C++, 8051 Assembly, Verilog, PL/SQL, HTML/CSS, PHP
<i>Software</i>	<b>VCS</b> (Git, Perforce), <b>Gitlab</b> , <b>CI</b> , Docker, React, Electronjs, Jenkins, Jira, Bootstrap, Java EE/Spring, Android Studio, VIM, GNU/Linux, VSCode

## HOBBY PROJECTS

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Drawing Cards (React, Javascript)

<https://github.com/Ella36/cards>

A card drawing web app created with React hosted in github pages. Create and interact with a deck of French-suited cards.

Bomberman (C#, Godot)

<https://github.com/Ella36/bomberman-godot>

An example of a 2D Classic Bomberman game made with Godot. You play as a bomb laying bunny and walk around a maze to reach a carrot and try not to blow yourself up in the process.