

Ing. Jelle Meeus

PERSONAL DETAILS

<i>Location</i>	2580 Putte
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<i>Languages</i>	Dutch (mother tongue), English (C1), French (B1)
<i>Driver's License</i>	B
<i>Website</i>	https://jellemeeus.github.io

EDUCATION

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

2018

MASTER THESIS

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

Machine learning algorithms student

4 weeks 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

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

HOBBY PROJECTS

Drawing Cards (React, Javascript)

<https://github.com/SoglaHash/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/SoglaHash/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.