Ing. Jelle Meeus

PERSONAL DETAILS

Location	2580 Putte
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Mail	jelle.meeus@hotmail.com
Languages	Dutch (mother tongue), English (C1), French (B1)
Driver's License	B
Website	`https://jellemeeus.github.io`

EDUCATION

Master of Science, Electronics and ICT Engineering Technology: 2018
Katholieke Universiteit Leuven - Campus De Nayer - Sint-Katelijne-Waver

MASTER THESIS

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

I researched a gait-based authentication method amidst growing interest in non-explicit user input. I enhanced an existing barebone implementation, featuring an **Android** wearable app for data recording and a **Python** server app for offline processing. I integrated human activity and gait recognition systems, employing traditional machine learning models and a novel, fast, and accurate feature extraction technique. The outcome is a seamless, continuous gait-based authentication system, enabling offline data capture, server-based training, and real-time evaluation on a wearable.

WORK EXPERIENCE

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 essential tools to facilitate a seamless transition for a customer migrating from a **Perforce** Version Control System (**VCS**) to **Git**. Implemented both existing and new features using **Python** and **Gitlab** API, ensuring compatibility and addressing in-house developer requirements. Additionally, I established a Research and Development (R&D) internal website, providing a nightly updated overview of projects. This approach not only met the immediate need for **VCS** migration but also aimed to enhance developer efficiency and collaboration between teams.

TECHNICAL SKILLS

Languages	**Python**, **Javascript**, **C#**, Java, C/C++, 8051 Assembly, Verilog, PL/SQL, HTML/CSS, PHP
Software	**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/jellemeeus/cards`
A card drawing web app hosted in github pages. Create and interact with a deck of French-suited cards.

Bomberman (C#, Godot) `https://github.com/jellemeeus/bomberman-godot`
2D classic Bomberman game made with Godot, a cross-platform, free and open-source game engine.