



Jorian Baeke

Senior software engineer

✉ jorian.baeke@hotmail.be ☎ +32 495 93 73 15 📍 Kortrijk, Belgium

📅 12/03/1993

🧑 QUALITIES

Teamplayer • Analytical thinking
Problem solving • Stress resistant
Creative

🧠 SKILLS

Programming

C# (.NET), Python, C++, Java, Batch, Bash

Databases

MicrosoftSQL, MySQL, SQLite,
MongoDb, Postgres

Software

Unity, Unreal Engine, JetBrains Rider,
Visual Studio, Visual Studio Code,
Microsoft Office (Word, Excel, ...),
Photoshop, 3DS Max, Blender, Mudbox

Web Frameworks

ASP.NET MVC, Django, Flask,
CSS/Javascript, Electron, Bootstrap

Version Control

Git, Mercurial, Perforce

Graphics Programming

OpenGL, DirectX, Raymarching

OS

Windows, Linux

Game Engines

Unity, Unreal Engine

🌐 LANGUAGES

Dutch • • • • •
English • • • • •
French • • • • •

👛 EXPERIENCE

Rhinox, Senior Software engineer

2018 – present

- C# / Python - Unity / django
- Project management & Technical analysis
- VR/AR applications/training
- Visualization applications
- Internal tooling / workflow improvements
- Internal & open source libraries

Base2Build, Full-Stack Developer

2016 – 2018

- C# / Databases - ASP.NET
 - Websites that handled data visualizations, forms, etc
- Python / Java - Django / Spring
- Internal libraries (UI & scripting)

Grid VFX, Internship & Vacation Job Tool Developer

2016

- Python / QT - helped with the renderfarm tool pipeline

🎓 EDUCATION

Digital Arts And Entertainment, Howest

2014 – 2016

Resumed for the sake of greater interest.

Elektronica-ICT, UGent

2013 – 2014

Interlude - Reduced affinity with graphic aspect.

Digital Arts And Entertainment, Howest

2011 – 2013

ASO, MSV De Es

2011

🔑 INTERESTS

Reading • Technology • Woodcarving • Video games

PROJECTS

Projects Nocomputer | Unity, Unreal, C#, C++, Python, Rhino

Projects with short timelines, including the development of an interactive mural application where users could pretend to paint on a virtual wall, and the implementation of an interactive metahuman that users could interact with.

- Fast iteration, effective communication and delivering visual results.

Various research-projects | C#, Unity, Python, Rhino

Active participation with Rhino in various research projects, where intensive communication and collaboration between several companies was required.

- *Responsible for the successful implementation of APIs and technical integrations.*

Modulab | C#, Unity, Python, Rhino

Development of a showroom configurator for bathrooms, allowing users to design their room on a website. This includes retrieving data in Unity and visualizing the designs in real-time.

- Open up communication through web sockets with an API for a third-party company

Deceuninck | C#, Unity, Rhino

VR training program for effective learning of the use of a profile extrusion machine. For this I added several subsystems to Volt, such as a system to link objects in the scene to data.

- System to separate data and scene and reuse the same scene for multiple scenarios

Parlementarium | C#, Unity, Rhino

An update for various applications that are displayed in the parliamentarium in Brussels. Among other things, we worked on scaling UIs and a flexible backend.

- Efficiently implement changes with minimal complications

Internal/open source Libraries | C#, Unity, Rhino

In collaboration with a colleague, I have developed extensive libraries to simplify the set-up of new projects.

- Rewrite code reusable and split it into libraries

Volt Framework | C#, Unity, Rhino

A framework to manage and simplify the assembly and configuration of small parts. This started as a prototype at DAE and was later rewritten and refined in collaboration with a colleague.

- Collaborate, refactor and design software

Keypoint | ASP.NET MVC, Base2Build

A website for syndics, property managers and insurance industry, which allows users to easily find nearby service providers and manage various management tasks.

- ASP.NET learned on-the-job, due to greater demand for these types of projects

Blue1 | Python, CSS, HTML, Javascript, Base2Build

A website for visualizing liquid tank data, including volume and location. The site offered extensive functionalities such as event alerts, making management more efficient.

- Take over, maintain & expand existing project.

QGuard | C#, WPF, SQL, Base2Build

A monolithic application with an extensive database developed for stores and food companies. This application managed and categorized various sensor data and was used for invoicing, control and other operational purposes.

- Dealing with monolithic software design

Internship project | Python, QT, Grid VFX

A tool to integrate the entire film and TV production pipeline into RV. This tool allows users to compare different stages and navigate the entire production process effortlessly.

- Discuss the project with multiple teams to create a good, efficient flow