

PROFILE

I am a *software developer* with a primary focus on designing and developing *web- and mobile* applications.
I focus on *simple and clean but modern* design with a *focus on usability*.
My code is *clean, maintained, documented*, thought-through, reusable and secure.

I believe the *broken windows theory* applies to software as well as criminology.
I believe in finding the right questions before searching for solutions.
I believe in refactoring the product before and after adding features.
I believe in open source and that sociality benefits code as much as it does people.

EXPERIENCE

MOBILE SOFTWARE DEVELOPER

Tristan Interactive; Ottawa, Ontario, Canada

2013-Present

Development of **rich and immersive iOS, Android and web applications** for museums or events.

At Tristan, I am part of the engineering team dedicated to breathing life into the design mock-ups for a variety of rich mobile applications for museums, exhibitions and other events.

We work with close interaction between the design teams, engineering teams and VPs. Project planning and issue management is done through JIRA. The development workflow consists of IntelliJ IDEA/Eclipse, Xcode and GIT.

SOFTWARE DEVELOPER

Lin.K NV; Gentbrugge, East Flanders, Belgium

2007-2013

Development of the **Java EE-based server back-end, Wicket-based web front-end, iOS client applications** and support customer integration.

At Lin.K, I was part of the development team of *linkID*, a user-centric identity provider with several multi-factor authentication devices (eID, SMS, iOS, ...).

We work closely together under agile principles, with daily stand-up meetings. Project planning is done through JTrac and XPlanner+. The development workflow consists of IntelliJ IDEA, Maven, GIT, and Jenkins.

SOFTWARE DEVELOPER (OUTSOURCED FROM LIN.K)

Encap AS; Oslo, Østlandet, Norway

2010-2012

Development of the **Java EE-based server back-end, Wicket-based web front-end, and iOS client applications**.

At Encap, I was part of the development team of the *Encap Server*, an authentication server that helps application vendors easily offer secure mobile authentication to their users.

We work remotely via jabber/gchat and video conferencing with daily stand-up meetings. Project planning is done through JIRA. The development workflow consists of IntelliJ IDEA/Eclipse, Maven, GIT, and Jenkins.

SOLE PROPRIETOR

Lyndir; Gent, East Flanders, Belgium

2008-Present

Personal **iOS and web applications** development.

Lyndir is my personal company. Released products include the Master Password security application and Gorillas and DeBlock iPhone games.

Project planning is done through YouTrack. The development workflow consists of IntelliJ IDEA, IntelliJ AppCode, Maven, GIT, YouTrack and TeamCity.

EDUCATION

HOGESCHOOL GENT

Gent, East Flanders, Belgium

2003-2006

Bachelor degree in **Computer Science**.

This course involves general computer science but focuses on Java and Web application development.

INTERNSHIP

Secuteam; Deinze, East Flanders, Belgium

2006

I developed a **High-Availability solution and an SNMP-based network monitoring application** for their firewall product.

This internship was the kickstart of my career as a software developer.
I also developed an SSL-tunneling solution as a cheap and easy VPN alternative.

SKILLS

SOFTWARE DEVELOPMENT:

Java EE, Objective-C, iOS SDK, OpenGL/ES, C, PHP, Perl, Bash.

WEB DESIGN:

HTML 5, CSS 3, JavaScript, jQuery, Photoshop, Gimp.

TOOLCHAIN:

IntelliJ IDEA, IntelliJ AppCode, Eclipse, Maven, Xcode CLI, GIT, SVN.

SYSTEM ADMINISTRATION:

Linux (Gentoo, Arch, Debian), FreeBSD, OS X.

CONSULTATION:

Software design, User interface usability, Application and protocol security.

TECHNOLOGIES:

Android, APS, Bash, BouncyCastle, CSS, Cocoa Touch, CommonCrypto, EJB, GIT, Guava, Guice, HTML, HTTP, JGroups, JMS, JPA, JSON, Java, JavaScript, MINA, Maven, Objective-C, OpenID, PHP, PKI, SAML, SOAP, SVN, UIKit, WS-Federation, Wicket, XML, XPath, XSLT, jQuery

ARTICLES

Bash Guide — A guide to the Bash scripting language.

<http://mywiki.woledge.org/BashGuide>

This guide aims to **offset the mass of incorrect and broken Bash knowledge spread throughout the Internet**. It is a detailed document that guides people along the process of learning the Bash scripting language, its syntax, its usage and its many pitfalls. The guide is richly illustrated by examples that invite its readers to learn by reading as well as by experimenting.

Bash Sheet — A cheat sheet for the Bash scripting language.

<http://mywiki.woledge.org/BashSheet>

This sheet **enumerates the syntax and meaning of most facets of Bash scripting**. It also provides examples of usage, common patterns, and explains the intricacies and subtle differences between similar syntaxes.

PRODUCTS

LinkID — A secure authentication and identity management service.

<http://www.linkid.be>

The linkID product is an identity management platform that offers users the convenience of **a central identity for use with different applications** while it offers application vendors the ability to partner up easily and incentivize their user bases to check out each other's offerings.



Encap Server — A secure authentication service focused on mobile devices.

<http://www.encapsecurity.com>

The Encap authentication and signature server is a product that allows an application vendor to **easily integrate support for secure mobile authentication** and document signing services into their applications.



Master Password — Secure your online identity and privacy.

<http://masterpasswordapp.com>

Master Password is a solution that **voids the need to save your passwords anywhere**. Secure passwords are generated on-demand from your master password and can therefore never be lost and needn't be shared with third parties or stored in places where they can be compromised. It allows people to easily stop reusing simple passwords for their sites without the worry of getting locked out.



Gorillas — A port of the old DOS game to the iOS platform.

<http://gorillas.lyndir.com>

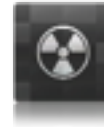
The Gorillas iPhone game is an **artillery-style game inspired by the old QBasic game** of the same name that first shipped with MS-DOS 5.0. The game is implemented using the cocos2d-iphone framework and OpenGL/ES 2.0.



DeBlock — A block destruction puzzler.

<http://deblock.lyndir.com>

This block puzzle game challenges the player to **clear fields of blocks in such a way that as few blocks remain at the end** that cannot be cleared. Only neighboring blocks of the same color can be cleared and the game introduces special blocks with unique traits that must be used strategically.



PROFILES

GitHub — My personal code repositories.

<https://github.com/lhunath>

<https://github.com/Lyndir>

LinkedIn — My professional profile.

<http://www.linkedin.com/in/lhunath>

Careers 2.0 — My developer profile.

<http://careers.stackoverflow.com/lhunath>

Resume (HTML) — This resume, in HTML5/CSS3.

<http://stuff.lhunath.com/resume.html>

Google+ — This is me being social.

<http://gplus.to/lhunath>

REFERRALS

MARIO HOUTHOOFT - MARIO.HOUTHOOFT@LIN-K.NET

Founder & Former CEO Vasco Data Security, Founder & CEO Lin.K NV

Mario is the founder and Managing Director of Cryptech NV, now Vasco Data Security International Inc. He holds board positions in various IT companies.

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Maarten Billemont has been working with our company Lin.K nv as a development engineer since Q4 2007. He joined a small but specialized software team developing user centric identity solutions and has acquired an extensive experience in agile software development and extreme programming in Java based client/server solutions for the financial, government and e-commerce markets.

Furthermore Maarten focused especially on the development of secure mobile authentication and signing applications on the Apple iOS platform for use with mobile banking applications in Scandinavia since the market launch of the Apple App Store.

Being from the start a true team player, result driven and quality minded, Maarten has become a key senior software development engineer in the Lin.K software development team.

We highly recommend Maarten as a senior software development engineer, a key resource in a dynamic, quality and result driven software development team.

DIETER HOUTHOOFT - DIETER.HOUTHOOFT@LIN-K.NET

CTO Lin.K NV

As a security and authentication expert, Dieter has extensive experience in the field of information security. He set up the software factory and is leading the software development team responsible for linkID and customer integration projects. At Lin.K, I reported directly to Dieter.

JOHAN SÖRMLING - JOHAN.SORMLING@ENCAP.NO

Director of Development Encap AS

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During his time with Encap AS, Maarten proved himself to be an able and professional team member, whose excellent team skills made him an integral part of the development team.

Maarten worked as a consultant from Lin.K NV, he was platform responsible for iOS until Encap had built up own competence on that platform.

Maarten did the initial iOS and server development for Encap's authentication and digital signing solution for smartphones and smart devices.

Maarten was an important player for starting the project and getting the first version into production for our customers and made many of the important architectural decisions in the first phase of Encap v2 that the whole solution is built up around today.

We wish Maarten every success in his future endeavours and would have no hesitation in recommending him for any other relevant position.