Ghent, Belgium
maxime.cannoodt@ugent.be
+32 4 95 17 11 09
LinkedIn
GitHub
mcndt.dev

PROFILE

I'm a computer science engineer with a passion for a wide range of topics, from **AI** to **product development** and design. I thrive in **full-stack** roles and love integrating technologies to bring ambitious concepts to life.

EDUCATION

Master of Science
Comp-Sci Engineering
GHENT UNIVERSITY | 2017-2022

Highlighted coursework:
Machine Learning, Artificial Intelligence, Deep Generative Models, Big Data Science, Parallel Computer Systems, Computer Graphics

SKILLS

Languages: Python, Java, TypeScript, Node.js, C#, C++,

Database: PostgreSQL, MongoDB, Supabase

Frameworks: Java Spring, Svelte, Vue, Angular, React, Unity, Docker, Gitlab CI, GitHub Actions, Cloudflare Workers

ML/data: PyTorch, sklearn,

Design: Figma, Tailwind CSS, Three.js

Maxime Cannoodt

SOFTWARE ENGINEER

WORK EXPERIENCE

2021 **Data scientist internship**
ACCURAT

At this consumer analytics start-up, I designed an improved transport mode detection and classification algorithm to generate insight on consumer behavior from geolocation data.

2021 **Java software engineer**
IDLAB (IMEC)

I supported the KNoWS research lab in maintaining the open source RMLMapper project: a Java application for generating Linked Data from conventional data formats.

2020 **Full-stack engineer**
HARMONEY

Tasks at this fintech start-up ranged from taking ownership of new user features in the full stack, to large scale backend refactors in a Angular, Java and PostgreSQL stack.

2019 **Student software engineer**
TOMTOM

I joined an agile software development team, where tasks varied from frontend work using Angular to back-end development using the Spring framework.

PROJECTS

2021 -Now **Toggl Track plugin for Obsidian (GitHub)**
OPEN SOURCE MAINTAINER

- As an avid user of the Obsidian note-taking app and the Toggl time tracking service, I develop and maintain an open-source plugin integrating Toggl into Obsidian.
- **Highlights**: Custom query language, downloaded over 2,700 times.

2021 **AR application for outdoors digital exhibitions**
UNIVERSITY DESIGN PROJECT

- Developed a mobile application to create virtual open air exhibitions using AR. We worked closely with local museums to test our product with real life potential clients.
- **Highlights**: Role of project manager, leading a team of nine students.

2020 **In-browser P2P video streaming**
BACHELOR CAPSTONE PROJECT

- Developed a proof-of-concept video player that can dynamically fetch video segments from a master source over HTTP and network peers over WebRTC, based on availability and network conditions.
- **Highlights**: WebRTC, protocol design, HTML5 video APIs.