

## Resume

### Skills

- Programming:
  - Proficient in C++, Java, Objective-C, Qt
  - Good knowledge of OpenGL, iOS, Google Android
  - Experience with C#, Python, Ruby, CUDA, OpenCL, GLSL
- Workflows: Agile Development (SCRUM), Unit Testing, familiar with test-driven development
- Content Creation: Adobe Creative Suite, 3DS Max
- Operating Systems: Mac OS X, Windows, Linux
- Languages: Dutch (native), English (fluent), French (basic)

### Experience

- *Software Engineer at Medicim Nobel Biocare – May 2012 to present*
  - Development of desktop and mobile applications used for planning/execution of implant surgery.
    - Design, implementation and review of production code in C++ or Objective-C.
    - Ensuring that all work assigned to the team is finished on time.
- *Software Engineer at Luciad NV – September 2009 to April 2012*
  - Development, design and maintenance of a rendering API for geospatial data (GIS) in Java.
  - Development of GPU accelerated algorithms to optimize performance (using OpenCL).
  - Prototyping of existing API features on mobile devices running Google Android.
- *Intern at Research Group Computer Graphics KU Leuven (Prof. Philip Dutré) – July 2008*
  - Assisting one of the Ph.D. students in his research for a published paper:
    - Paper: "Mixing Fluids and Granular Materials", Lenaerts et al (2009)
    - Exploration of software and algorithms to render large particle-based simulations.
    - Implementation of tools that facilitate the creation of mud simulations.
- *Intern at Research Group Computer Graphics KU Leuven (Prof. Philip Dutré) – July 2007*
  - Exploring the limitations of the Eyetronics 3D face scanner.
  - Measurement of reflectance functions of various objects using a light stage setup.

### Education

- *3D Animator, 2010 – 2012 (night school)*

School: Syntra Hasselt, Belgium

Two year program that teaches the core aspects of 3D animation: from fundamental concepts such as storyboarding and basic animation to more advanced topics such as rigging, character animation and lighting.
- *Master in Engineering : Computer Science, 2004 – 2009 (five year program)*

School: KULeuven, Belgium

Engineering degree with a two year master's program in which I focussed primarily on computer graphics, animation and computer-human interaction.

  - Master's thesis: "Controlled Physically-Based Animations"
    - Goal: to develop an editor for intuitive control of fluid simulations.

### Other experiences and projects

- *Short film & commercial video projects, 2012-2014*
  - A series of videos that were made in collaboration with another film enthusiast.
  - Commercial projects can be found at: <http://www.infinitefilm.net/projecten/>
  - Hobby projects can be found at: <http://www.youtube.com/user/belgianboomsticks>
- *Student Volunteer at SIGGRAPH (Los Angeles 2008 and New Orleans 2009)*
- *Various school projects: raytracer, smooth skinning algorithm, a motion based pc-game using the Wiimote.*