

## Resume

### Skills

- Programming languages: C++, Java, Python, Javascript, Objective-C
- Frameworks: OpenGL, OpenCL, GLSL, Qt, iOS, Google Android
- Planning: SCRUM, Kanban
- Content Creation: Adobe Creative Suite, 3DS Max
- Operating Systems: Mac OS X, Windows, Linux
- Languages: Dutch (native), English (fluent), French (basic)

### Experience

- **April 2019 to present** - *Senior Software Development Engineer at Amazon Imaging Sciences*
  - Development of tools in close collaboration with research scientists to implement new machine learning techniques for 3D reconstruction of objects from a sparse set of images
  - Responsible for 1) design and development of infrastructure to support scientific experiments, 2) integration of proven infrastructure with cross-team services, and 3) driving the adoption of best practices to maintain a balance between the research and production goals
- **September 2016 to March 2019** - *Software Development Engineer at Amazon Selling Partner Services*
  - Development of front-end web applications for the vendor self-services platform
  - Responsible for 1) design, development and maintenance of features, 2) running the sprint planning process, and 3) mentoring junior team members
- **May 2012 to August 2016** - *Software Engineer at Medicim Nobel Biocare*
  - Development of desktop and mobile applications used for planning/execution of implant surgery
  - Responsible for 1) prioritizing, planning and delivering work assigned to a team of five engineers, and 2) design, implementation and review of production code (C++ or Objective-C)
- **September 2009 to April 2012** - *Software Engineer at Luciad NV*
  - 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
- **July 2008** - *Intern at Research Group Computer Graphics KU Leuven*
  - Exploration of software/algorithms for rendering large particle simulations and implementation of tools for creating mud simulations in support of EUROGRAPHICS paper "Mixing Fluids and Granular Materials", Lenaerts et al (2009)
- **July 2007** - *Intern at Research Group Computer Graphics KU Leuven*
  - Exploring the limitations of the Eyetratics 3D face scanner
  - Measurement of reflectance functions of various objects using a light stage setup

### Education

- **2010 – 2012** - *3D Animator (night school)*  
School: Syntra Hasselt, Belgium  
Two year program that teaches the core aspects of 3D animation (storyboarding, animation, rigging, etc)
- **2004 – 2009** - *Master in Engineering : Computer Science (five year program)*  
School: KU Leuven, Belgium  
Engineering degree with a two year master's program in which I focused primarily on computer graphics, animation and human-computer interaction. My Master's thesis focused on the development of an editor for intuitive control of physically-based fluid simulations.

### Other experiences and projects

- *Student Volunteer at SIGGRAPH (Los Angeles 2008 and New Orleans 2009)*
- *Various school projects: raytracer, smooth skinning, motion based pc-game using the Wiimote*