

# Derek Hendrickx

SOFTWARE DEVELOPER

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## Experience

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### TWG

Toronto, Canada

SOFTWARE ENGINEER

Jul. 2016 - Now

- Developed a REST API for several games in JavaScript with Node.JS, Express and Web Socket.
- Developed the front-end for several games in JavaScript with ReactJS and Redux.
- Improved a PostgreSQL database.
- Developed a prototype with different interactions for a VR project in C# with the HTC Vive and Unity 3D.

### ADNEOM

Brussels, Belgium

FULL STACK DEVELOPER

Jun. 2015 - Jul. 2016

- Led teams of 3 to 7 developers.
- Designed and developed several REST API in JavaScript with Node.JS and Express.
- Designed the MongoDB databases.
- Designed and developed the front-end for web applications in JavaScript with AngularJS.
- Developed a real-time notification systems.
- Developed an hybrid mobile application for Android and iOS in JavaScript with Cordova, IONIC and AngularJS.
- Debugged and improved an existing code base in CoffeeScript and C++.
- Improved an existing Node.JS backend for a cloud deployment on Heroku, AWS S3 and Cloudinary.
- Tested and reviewed the code for a web application in the cloud (SaaS).
- Developed a Facebook Messenger bot in JavaScript.

### Big Bad Wolf

Genval, Belgium

R&D INTERN

Mar. 2014 - Aug. 2014

- Developed several features for an augmented reality mobile game in C# using Vuforia and Unity 3D.
- Designed the REST API to interact with the augmented reality game.
- Designed and developed a computer vision plug-in for Unity 3D in C++ and C#.
- Improved an existing Unity 3D plug-in to improve the artists workflow for a virtual reality project with Oculus Rift.
- Developed two post-processing shaders for Unity 3D in Cg.

### Immeractive

Uccle, Belgium

R&D INTERN

Feb. 2012 - May. 2012

- Designed and developed a 3D real-time preview plugin for Autodesk Revit Architecture in C#.

## Skills

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<b>Languages</b>	C/C++, C#, HTML 5/CSS 3, Java, JavaScript
<b>Libraries</b>	AngularJS, Cordova, IONIC, NodeJS, React, Redux, OpenCV, OpenGL
<b>Databases</b>	MongoDB, PostgreSQL
<b>Analysis</b>	UML, Design Patterns
<b>Software</b>	Git, Docker, Unity 3D, Unreal Engine 4, Android Studio, Visual Studio, Visual Studio Code, WebStorm
<b>O.S.</b>	Linux, Mac OS X, Windows

## Education

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### University Lille 1 : Sciences and Technologies,

Lille, France

M.S. IN COMPUTER SCIENCE

Sep. 2012 - Sep. 2014

- Specialization in image, vision and interaction : computer graphics, computer vision and multi agent systems.

## Institut Paul Lambin

B.S. IN COMPUTER SCIENCE

- Graduated with Distinction.

*Brussels, Belgium*

*Sep. 2009 - Jun. 2012*

## Honors & Awards

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2016 **Earned all the awards**, Gift the Code

*Toronto, Canada*

2012 **2nd Place**, Be My App Contest

*Brussels, Belgium*

## Languages

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**French** Primary language

**English** Full professional working proficiency (TOEIC: 930/990)

**Dutch** Basic

## Interests

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Computer science, programming, video games, music, filmmaking, photography, reading, travelling.