Derek **Hendrickx**

SOFTWARE DEVELOPER

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Skills

Languages	Golang, JavaScript (Web/Node.js), Python, C++, C#, Rust
Libraries	React, React Native, Django
Databases	PostgreSQL, MongoDB
Softwares	Git, Docker, Jenkins, CircleCI, Heroku, Unity 3D

Experience

Square — *Toronto, Canada*
SOFTWARE ENGINEER — *Aug. 2020 - Now*

League — *Toronto, Canada*
SOFTWARE ENGINEER, BACKEND — *Sep. 2019 - May 2020*
- Performed complete rewrite of reporting export system adding support for a new vendor.
- Extended functionality for a cloud reports generation and facilitated access through caching.
- Wrote a rules engine service that performs calculations following a strict set of rules based on user input.

Wave — *Toronto, Canada*
SOFTWARE ENGINEER — *Jan. 2019 - Aug. 2019*
- Added reliability to a service by assuring the data is correctly propagated in the event of a third party API outage.
- Refactored and simplified redundant code all into a single module which handles validation mechanisms for HTTP responses.
- Improved the performance of an internal tool by reducing the size of unnecessarily long response payloads by over 90% thus bringing the response time down by over 60%.

TWG — *Toronto, Canada*
SOFTWARE ENGINEER — *Jul. 2016 - Dec. 2018*
- Fixed stuttering issues on a React game where the average frame rates were 15 fps to a smooth 45 fps minimum on any hardware.
- Modularized monolith application to simplify the code and removed repetition, reduced by over 2500 lines.
- Developed a comprehensive set of React Native components for an e-commerce module within a month.
- Delivered multiple virtual reality prototypes for mind-fullness interactions using C# with Unity 3D and the HTC Vive.

ADNEOM — *Brussels, Belgium*
FULL STACK DEVELOPER — *Jun. 2015 - Jul. 2016*
- Investigated, documented and corrected issues on a critical legacy project with no documentation.
- Reenvisioned and exported image processing module away from an ineficient monolith application.
- Upgraded running production environment by integrating Docker into a critical air-gaped system.
- Architected and prototyped a chat bot in 1 month using Node.js.

Education

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.

Interests

Programming, virtual reality, video games, music, filmmaking, photography, reading, travelling.