

Curriculum Vitae: BAERT JEROEN

CONTACT INFO

Because this is the web version of my resume, I removed personal contact details like my address and telephone number. Please contact me to request this info.

forceflow@telenet.be

STUDIES

- » **Master in Applied Sciences and Engineering: Computer Science: Human-Machine Interaction**
Catholic University of Leuven, 2010 : magna cum laude
- » **Bachelor in Applied Sciences and Engineering: Computer Science / Electrical Engineering**
Catholic University of Leuven, 2008 : cum laude
- » **High School : Option Latin / Mathematics**
Sint-Romboutscollege Mechelen, 2005 : cum laude

SKILLSET

» Computer-related skills

Programming Languages: Expertise in Java and C++. Good Knowledge of Python, JavaScript and PHP. Experience with C, Smalltalk, Eiffel, C#, ActionScript 3, Haskell, Mercury, Processing and Assembly.

Operating Systems: Competent in Windows (2000, XP, Vista) and Linux (Ubuntu, Suse and Debian distributions), both desktop and server environments.

Applications: Eclipse IDE, (Open)Office, Matlab, Maple, LaTeX, Subversion. Competent in 2d design, pixel and vector-based (Gimp, Inkscape). Competent in sound / video editing. Experience with 3d modeling (Blender/Maya).

Technologies: OpenGL/GLSL (used in thesis). Practical experience modifying several video game engines (Source, Unreal Engine). Experience with web application servers (J2EE, Oracle), databases (MySQL, OracleDB) and other web technologies (HTML, CSS, XML, Flash). Experience with 3d scanning and computer vision algorithms.

» Languages

Fluent: Dutch (mother tongue), English.

Good: French.

Notions: German, Swedish.

» Interests & Activities

Programming

Computer Games (design/implementation/playing)

Improvisational Theatre (2nd place in Flemish Impro Cup 2008)

Running

Radio

THESIS

» Suggestive Contours in Real-Time Applications – Promotor: Prof. Dr. Ir. Philip Dutré

Final result: 18/20

Implementing, comparing and improving several algorithms to draw contour lines on meshes at interactive rates. Providing a GPU-accelerated implementation to improve performance. Investigating the visual impact of contour lines on image perception and quality, as well as their application in computer games. More info: <http://www.forceflow.be/category/thesis>

WORK EXPERIENCE

» Software Engineer at eSaturnus – 2010-2011 (Current)

Developing NUCLeUS, an e-Health solution based on video-over-IP. Writing backend code for distributed environments, as well as front-end GUI design and implementation using GWT. Experience with extended software testing and release cycles.

» Team Manager at Zeropoint.it (Internship) – 2009 – ref: Bart Van Loon (bart@ingen.be)

Managing several large software projects, from requirements analysis to delivery. Organising meetings with clients and discussing technical details with the Pakistani branch of the company on a daily basis.

» Coder at ND/Interwave Studios – 2006-2009 – ref: Steve Etheridge (crispy@splashdamage.com)

Nuclear Dawn is a total conversion for the Source game engine. I was in charge of developing the server code, and worked closely with concept and 3D artists on prop design and map layout. In 2008, I was PR lead for the project and my work shifted to in-game effects.

» Team Lead at Preparee – 2008-2009 – ref: Benjamin De Boe (benjamin@improrlando.be)

Organising and promoting events for the improv theatre group Preparee, based in Leuven. Development and deployment of community backend for organising internal and external events, designing/managing the website and artwork creation. Artistic and organisational lead of the team.

» Coordinator at Vlaamse Technische Kring Revue – 2006-2009

Stage coordinator and technical support for an annual musical event (3 days) organized by VTK, at the Catholic University of Leuven. Leading the stage crew, implementing technical support tools and creating artwork for promotional purposes.

» Cooking aid at Borgerstein VZW (student job) – july 2005

Helping out in the food department of an institute for the elderly and mentally challenged.

» Open-Source work: Work on several Open-Source projects throughout high school and university.

BarTex: A system for creating secure, low-cost tickets for events. I was responsible for the GUI system of the ticket validator. The system is actively used for several events in Leuven.

Sudokusolve: A logic non-brute-force solver for Sudoku puzzles.

OBJECTIVES & STRENGTHS

I'm looking for a challenging and versatile job which allows me to combine my **passion for computer graphics** with my **teamworking** skills. I'd like to further develop my **experience** in software development and project management, as a software engineer. I would prefer a job with the opportunity to learn new skills and **meet new people**, which I find interesting to do.

I'm an **enthusiastic** person with a **positive attitude**, and I strongly believe a good atmosphere combined with professional **leadership** can counter any problem or conflict, and contributes largely to project success. I'm not afraid to take responsibility or to lead a team.

5 words to describe me: **friendly, focused, ambitious, intelligent, responsible.**