

Contact

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Experience

2017 – present

Software Engineer at Barco

[2017 - ClickShare]

Embedded development, mostly in C++ for ClickShare; a leading wireless presentation system.

I worked with a wide variety of technologies and also assisted the test teams to improve code coverage, quality and stability using methodologies like TDD.

[2018 - Skytime]

Skytime was a new project focused on remote collaboration and the Microsoft technology stack (C# .NET, Azure DevOps) We moved to Hangar K, a co-creation hub in Kortrijk, which I found particularly interesting because of the entrepreneurial vibe. Due to decent planning, one-week sprints and focus on automation & CI/CD, we made rapid progress.

2011 – 2017

.NET Product Developer at Young & Partners

[Application & mobile development for logistics ERP software]

I developed and maintained the graphical planning application for NaviTrans. This .NET application fully integrates with NaviTrans and the Dynamics NAV backend.

I also had some side projects such as managing most NaviTrans .NET Add-ins and creating a mobile fleet monitor for Windows Phone using Azure.

As the apps matured, I focused more on performance, scalability, extensibility and Application Lifecycle Management with TFS.

2011 May

Jr. Software Engineer/Technical Artist at GIANTS Software GmbH

[Algorithm implementation for "Farming Simulator"]

Developed an Inverse Kinematics bone chain algorithm using OpenGL and C++.

2010 Feb – Jun

Internship at Cruden B.V. in The Netherlands (Erasmus)

[Graphics programmer on "Racer"]

Created a high-performance particle system for effects such as sparks, backfire, dirt, smoke, ...

2009 & 2010

Microsoft Imagine Cup – Finalist & 2nd Prize in Game Design

[Lead programmer on "Shift"]

Education

2018 – 2019	AI @ Home (micro degree) <i>at University College HoWest, dept. PIH.</i>
2006 - 2010	bachelor Digital Arts and Entertainment (DAE) <i>at University College HoWest, dept. PIH.</i> <i>Graduated with honours.</i>

2004 - 2006	2 years of Industrial ICT
2000 - 2004	4 years of Industrial Sciences

Skills

Programming:

- **C#, .NET** (10 years)
- **C++** (5 years)
- Application Lifecycle Management: Git, TFS, SVN, Azure DevOps
- Database frameworks: SQL, LINQ, XML, JSON, WCF, web services, ...
- UI frameworks: WPF, XAML, WinForms
- Unit testing: NUnit, Moq, Ninject, Google Test
- Mobile & Cloud computing on Windows Phone and Azure
- Essentials of Scripting: Powershell, Python, Bash
- Essentials of Web dev: PHP, ASP.NET, HTML, CSS
- Dynamics NAV 2009 - 2016 + C/AL

Game development:

- **DirectX** and **XNA** on PC, Xbox 360 and Windows Phone 7
- OpenGL and Glut (basic)
- HLSL and CG shaders
- Newton Game Dynamics, Box2D

3D/Art:

- Experience with 3ds Max and Photoshop.

Social:

- 2010, Oct 6th: Spoke in front of the EU parliament.
- Good at working together with other departments.
- Customer-centric.
- Well organized, clarity is key.
- Strong eye for details.
- Team oriented as well as independent.

Languages:

- Dutch (native)
- English (excellent)
- French (basic)