

# Jelle Hellemans

## Personal Information

<b>Sex:</b>	Male	<b>Address:</b>	Blokstraat 64
<b>Birth date:</b>	25/02/1985		3191 Hever
<b>Birth place:</b>	Mechelen		Belgium
<b>Citizenship:</b>	Belgian	<b>Phone:</b>	0487/657151
<b>Marital Status:</b>	Single		015/61.53.65
		<b>E-mail:</b>	jelle.hellemans@scarlet.be

## Education

### Full-time Java course CEVORA:

March 27<sup>th</sup> – November 16<sup>th</sup> 2010

### Bachelor Computer Science:

Vrije Universiteit Brussel, September 24<sup>th</sup> 2007 - September 11<sup>th</sup> 2009

### Hoger Secundair (ASO):

Koninklijk Atheneum Mechelen, Wiskunde – Wetenschappen, Diploma June 30<sup>th</sup> 2004

## Skills

- Programming languages
  - C/C++ (STL, Boost, ...)
  - Java (Swing, Spring, Hibernate, ...)
  - Python (Django, Piston, Twisted, ...)
  - Scheme/Lisp
  - Javascript (jQuery, WebGL, ...)
  - HTML, CSS
  - SQL
- 3D modeling (Blender3D)
- 3D animation
- Texture creation (GIMP)
- Drivers license: Category B

## Personal Projects

- **Hand-held gaming device**  
Second year university project  
Pac-Man and Snake on an Olimex H-2214 development board.
- **Home automation**  
Radio (434mhz) controlled 240V switching of lights/appliances through an Arduino Duemilanove as computer interface. User interface through a python script for XBMC (Complete media center solution <http://xbmc.org>)  
Main purpose: Dimming lights in defined areas during movie playback.
- **Digital Assets Managed Neatly**  
<http://sueastside.shacknet.nu>  
Digital asset management; browsing, 3D preview (WebGL), task assignment, tagging, automatic conversion to desired formats, ...
- **Project Bias**  
Single player first person medieval shooter made in one week with CrystalSpace.

## Project Experience

- **Peragro Tempus**

<http://peragro.org>

*Peragro Tempus is a multi-player online role-playing game with a persistent world, which evolves according to nature and its inhabitants.*

Project leader, coder and artist

Designed and implemented the user interface, the database layer and threaded loading of assets; helped design the network layer and component based design.

- **Crystal Space**

<http://crystalspace3d.org>

*Crystal Space is a free, cross-platform software development kit for real-time 3D graphics.*

Wrote the CEGUI plugin, wrote GUI widgets for configuration values, implemented Inputmanager delegating user input to 'action'-events, wrote 'basemapgen' a generation tool for terrain textures.

- **Blender2CS**

<http://b2cs.delcorp.org>

*Blender2crystal is a Blender script to export worlds and models to the Crystal Space 3D engine.*

Added CrystalSpace 'animesh' XML format support.

- **Crystal Architect**

<http://wiki.kyanite-studios.org>

*An IDE for concurrently creating 3D worlds and managing assets.*

Implemented file and directory change notification for the windows platform with API compatibility with Linux' inotify.

- **Assimp**

<http://assimp.sourceforge.net>

*Open Asset Import Library is a free library to import various well-known 3D model formats into applications.*

Designed and implemented Python bindings for the library.

## References

- Jorrit Tyberghein