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SOFTWARE ENGINEER

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PROFILE

I'm a computer science engineer with a passion for a wide range of topics, from **AI** to **product development** and design. I thrive in **full-stack** roles and love integrating technologies to bring ambitious concepts to life.

EDUCATION

Master of Science Comp-Sci Engineering
GHENT UNIVERSITY | 2017-2022

Highlighted coursework:
Machine Learning, Artificial Intelligence, Deep Generative Models, Big Data Science, Parallel Computer Systems, Computer Graphics

SKILLS

Programming: Python, Java, TypeScript, Node.js, C#, C++,

Database: PostgreSQL, MongoDB, Supabase

Frameworks: Java Spring, Svelte, Vue, Angular, React, Unity, Docker, Gitlab CI, GitHub Actions, Cloudflare Workers

ML/data: PyTorch, sklearn,

Design: Figma, Tailwind CSS, Three.js

WORK EXPERIENCE

2021
2 months

Data scientist internship
ACCURAT

At this consumer analytics start-up, I designed an improved transport mode detection and classification algorithm to generate insight on consumer behavior from geolocation data.

2021
1 month

Student Java engineer
IDLAB (IMEC)

I supported the KNoWS research lab in maintaining the open source RMLMapper project: a Java application for generating Linked Data from conventional data formats (GitHub).

2020
2 months

Student full-stack engineer
HARMONEY

Tasks at this fintech start-up ranged from taking ownership of new user features in the full stack, to large scale backend refactors in a Angular, Java and PostgreSQL stack.

2019
2 months

Student software engineer
TOMTOM

I joined an agile software development team, where tasks varied from frontend work using Angular to back-end development using the Spring framework.

OPEN SOURCE

2021 -Now

Toggl Track plugin for Obsidian (GitHub)
OPEN SOURCE MAINTAINER

- As an avid user of note-taking app Obsidian and the time tracking service Toggl, I develop and maintain an open-source plugin integrating Toggl into Obsidian.
- **Highlights**: Downloaded and used by 2,700 users.

ACADEMIC ACCOMPLISHMENTS

2022

Modelling plants as a substrate for Reservoir Computing
MASTER'S THESIS

- I research the application of reservoir computing for modelling plants with the goal of developing a data-driven approach to better understanding plant behavior.
- **Highlights**: Highly interdisciplinary research between Machine Learning, plant physiology and functional-structural plant simulation.

2021

AR application for outdoors digital exhibitions
UNIVERSITY DESIGN PROJECT

- Developed a mobile application to create virtual open air exhibitions using AR. We worked closely with local museums to test our product with real life potential clients.
- **Highlights**: Role of project manager, leading a team of nine students.

2020   **In-browser P2P video streaming**
BACHELOR CAPSTONE PROJECT

- Developed a proof-of-concept video player that can dynamically fetch video segments from a master source over HTTP and network peers over WebRTC, based on availability and network conditions.
- **Highlights**: WebRTC, protocol design, HTML5 video APIs.

INTERESTS AND HOBBIES

Film photography, contemporary and fine arts, architecture and design, literature, running and swimming.

I often prototype web app and software ideas. You can find out more about these projects on my website: mcndt.dev

I also try to keep my writing skills sharp by writing book summaries and technical documentation. Lately, I have been publishing some of this on mcndt.dev as well.

LANGUAGES

- **Dutch** (native)
- **English** (full professional proficiency)
- **French** (limited proficiency)

PERSONALITY

Past project partners and team members have described me with the following qualities:

- **Good leadership**
- **Dependability**
- **Strong work ethic**
- **Problem-solving skills**
- **Punctuality**