Filip Van Bouwel – Curriculum Vitae

Personal Info

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Education

2006 - 2009	Digital Arts and Entertainment, Howest.
2005 - 2006	Master after Master Business Economics, KULeuven.
2000 - 2005	Master of Computer Science, KULeuven. (Majors: Software Engineering, Multimedia, Artificial Intelligence).

Experience

10/2017 - Present — Freelance Consultant, Advanced Software Solutions.
As senior .NET Consultant, I specialize in everything that is .NET related.

06/2016 – 09/2017 — Senior .NET Consultant, Branch.
I worked on a very interesting project at OTN Systems. They make mission-critical networks for specific industrial markets. I was involved in several big features including the group and layout system, the large network monitor, the generic device framework and several others. This project was a combination of several technologies, but most of my time was spent in WPF.

09/2014 - 05/2016 — .NET Consultant, Ordina.
I worked on a project at Sopra Banking Software for two years. This ranged from writing business code in the back-end, making WCF services, to doing some front-end work. I was also part of the performance team and worked on a batch framework that runs nightly processes. Lastly, I was also involved in an ALM project to update their TFS installation and to modernize their development procedures (like introducing scrum).

10/2013 - 04/2014 — Game Prototyping Programmer, PreviewLabs.
PreviewLabs is a company specialized in rapid prototyping for video games. As a programmer I worked on all kinds of projects that had to evaluate the feasibility and entertainment value of game concepts.

01/2010 - 09/2013	Co-founder & Lead Developer, Triangle Factory.

01/2010 - 09/2013   Co-founder & Lead Developer, Triangle Factory.
I'm one of the co-founders of Triangle Factory. I worked on a variety of projects, usually overlooking the code side of things. Quite often I was also responsible for client contact, design, testing and support after release. I also created and maintained the in-house code library.

02/2012 - 06/2012   Programmer, Aim Productions (outsourced by Triangle Factory).
Development of an in house road creation tool for their Tacx Trainer Software.

02/2009 - 05/2009   Digital Artist, Thank You Georges.
For my internship, I worked on a wide range of visual effects, from commercials to movies.

Knowledge, Skills & Interests

Visual Studio, ReSharper, Azure, Azure DevOps, TFS, SQL Server, Unity3D.

C#, .NET Core, .NET Framework, ASP MVC, WEB API, UWP, WPF, WCF, SQL, HTML5, JS, CSS3.

Certified Scrum Master; experience with project management tools such as Azure DevOps, TFS, Jira, Assembla and Trello.

Very interested in ALM and build & release automation.

Passionate about all aspects of software design and application development.

Strong focus on design patterns and code structure.

Loves working in a team of motivated people that can exchange experience and knowledge.

Experience with multimedia software such as Photoshop and Premiere Pro.

Certificates

12/2018	Developing Mobile Apps
04/2018	Delivering Continuous Value with Visual Studio Application Lifecycle Management
12/2017	Software Testing with Visual Studio
12/2017	Administering Visual Studio Team Foundation Server
03/2017	Universal Windows Platform - App Data, Services, and Coding Patterns
03/2017	Universal Windows Platform - App Architecture and UX/UI
02/2017	Developing Microsoft Azure and Web Services
02/2017	Recertification for MCSD: Windows Store Apps using C#
01/2017	Developing ASP.NET MVC Web Applications
04/2016	TS: Windows Applications Development with Microsoft .NET Framework 4

02/2016	TS: Accessing Data with Microsoft .NET Framework 4
09/2015	Programming in HTML5 with JavaScript and CSS3
07/2015	TS: Windows Communication Foundation Development with Microsoft .NET Framework 4
06/2015	Certified Scrum Master
02/2015	Advanced Windows Store App Development Using C#
11/2014	Essentials of Developing Windows Store Apps Using C#
09/2014	Querying Microsoft SQL Server 2012/2014
05/2014	Programming in C#

Awards

| 2008 | Future Flow, 2nd place Game Development, Microsoft's Imagine Cup |
| 2008 | Future Flow, 1st place Best Integration Project, Multimania |

Languages

| Dutch: mother tongue | French: school knowledge |
| English: excellent | German: school knowledge |

Extra

Martial artist, Shodan (black belt) in Hikokuryukan Ninjutsu. Instructor since May 2007.

More information about past projects and experiences can be found online at http://www.FilipVanBouwel.be and http://www.linkedin.com/in/filipvanbouwel