# Filip Van Bouwel – Curriculum Vitae

## Personal Info

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## Education

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| 2006 - 2009 | Digital Arts and Entertainment, [Howest](http://www.howest.be/). |
| 2005 - 2006 | Master after Master Business Economics, [KULeuven](http://www.kuleuven.be/). |
| 2000 - 2005 | Master of Computer Science, [KULeuven](http://www.kuleuven.be/).(Majors: Software Engineering, Multimedia, Artificial Intelligence). |

## Experience

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| 10/2017 - Present | Freelance Consultant, [Advanced Software Solutions](http://www.advancedsoftwaresolutions.be/).As senior .NET Consultant, I specialize in everything that is .NET related. |
| 06/2016 – 09/2017 | Senior .NET Consultant, [Branch](http://www.branch.be/).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](http://www.ordina.be/).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](http://www.previewlabs.com/).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](http://www.triangle-factory.be/).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](http://www.triangle-factory.be/)).Development of an in house road creation tool for their Tacx Trainer Software. |
| 02/2009 - 05/2009 | Digital Artist, [Thank You Georges](https://thankyougeorges.com/).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

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| 12/2018 | [Developing Mobile Apps](https://www.microsoft.com/learning/en-us/exam-70-357.aspx) |
| 04/2018 | [Delivering Continuous Value with Visual Studio Application Lifecycle Management](https://www.microsoft.com/learning/en-us/exam-70-498.aspx) |
| 12/2017 | [Software Testing with Visual Studio](https://www.microsoft.com/learning/en-us/exam-70-497.aspx) |
| 12/2017 | [Administering Visual Studio Team Foundation Server](https://www.microsoft.com/learning/en-us/exam-70-496.aspx) |
| 03/2017 | [Universal Windows Platform - App Data, Services, and Coding Patterns](https://www.microsoft.com/learning/en-us/exam-70-355.aspx) |
| 03/2017 | [Universal Windows Platform - App Architecture and UX/UI](https://www.microsoft.com/learning/en-us/exam-70-354.aspx) |
| 02/2017 | [Developing Microsoft Azure and Web Services](https://www.microsoft.com/learning/en-us/exam-70-487.aspx) |
| 02/2017 | [Recertification for MCSD: Windows Store Apps using C#](https://www.microsoft.com/learning/en-us/exam-70-491.aspx) |
| 01/2017 | [Developing ASP.NET MVC Web Applications](https://www.microsoft.com/learning/en-us/exam-70-486.aspx) |
| 04/2016 | [TS: Windows Applications Development with Microsoft .NET Framework 4](https://www.microsoft.com/learning/en-us/exam-70-511.aspx) |
| 02/2016 | [TS: Accessing Data with Microsoft .NET Framework 4](https://www.microsoft.com/learning/en-us/exam-70-516.aspx) |
| 09/2015 | [Programming in HTML5 with JavaScript and CSS3](https://www.microsoft.com/learning/en-us/exam-70-480.aspx) |
| 07/2015 | [TS: Windows Communication Foundation Development with Microsoft .NET Framework 4](https://www.microsoft.com/learning/en-us/exam-70-513.aspx) |
| 06/2015 | [Certified Scrum Master](https://www.scrumalliance.org/certifications/practitioners/certified-scrummaster-csm) |
| 02/2015 | [Advanced Windows Store App Development Using C#](https://www.microsoft.com/learning/en-us/exam-70-485.aspx) |
| 11/2014 | [Essentials of Developing Windows Store Apps Using C#](https://www.microsoft.com/learning/en-us/exam-70-484.aspx) |
| 09/2014 | [Querying Microsoft SQL Server 2012/2014](https://www.microsoft.com/learning/en-us/exam-70-461.aspx) |
| 05/2014 | [Programming in C#](https://www.microsoft.com/learning/en-us/exam-70-483.aspx) |

## Awards

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| 2008 | Future Flow, 2nd place Game Development, Microsoft's [Imagine Cup](http://imaginecup.com/) |
| 2008 | Future Flow, 1st place Best Integration Project, Multimania |

## Languages

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| 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>