

Resume Willem Gillis



Meertsveldstraat 5
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° 11 December 1994

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Professional experience

Software Developer

- Development of 3D scan viewer for web, desktop, mobile, VR and AR
- Automatisation point cloud processing and optimization
- CMS system (AWS, MySQL, web server)
- Setup server architecture (Unity caching server, GitLab hosting, CI/CD, V-Ray server, ...)

August 2017 – now

Digital Creations Agency, Kapellen

(Internship) Software Developer

- Development of experimental applications in Unity with a focus on the architectural sector
- Development for desktop, mobile and VR
- 3D scanning and post processing
- 360 photography

January 2017 – April 2017

Digital Creations Agency, Kapellen

Post Processing SLA Printing

- Post processing and UV curing of 3D prints

July 2014 – August 2014

Materialise, Leuven

Education

Multimedia Technology, Virtual&3D	2014 – 2017	Karel de Grote Hogeschool, Hoboken
Digital Arts & Entertainment	2013 – 2014	Howest, Kortrijk
Industrial ICT	2011 – 2013	TSM, Mechelen
Science Mathematics 6h	2006 – 2011	Sint-Gummaruscollege, Lier

Skills

- C#
- Unity
- Blender
- Photogrammetry
- C++
- Unreal Engine
- SideFX Houdini
- Qt
- Golang
- AR/VR
- Substance Designer
- Linux
- Python
- Optimization
- 3D scanning
- Docker

Language proficiency

- Dutch (native)
- English (full professional)
- French (professional)
- German (limited)

Hobbies

- Following the latest technological advancements
- Experimenting with new software and operating systems
- Making various personal projects with hardware and software
- Generating procedural 3D models
- 3D printing

Additional information

Owns driver's license B