



Jérémie HAELEWYN

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CAREER OBJECTIVE

As a new IT engineer, I am looking for a new professional experience oriented on image, virtual and augmented reality. I have technical skills regularly updated in the computer languages dedicated to virtual reality (C#, C++, Java) as well as their technologies (Unity3D, EasyAR, Vuforia).

WORK EXPERIENCES

February 2019 – Today: VIE as a **mixed reality engineer** for Airbus Operations in Getafe, Spain.

- Scouting Mixed Reality technologies and their applicability to manufacturing processes
- Presenting them to any Airbus business departments
- Collecting needs regarding their potential usages
- Advising on how the technology can answer the needs, or not
- Developing prototypes for enabling businesses to measure the value for Airbus
- Transforming these prototypes into operational applications and products

September 4st 2017 – 9 February 2018: Intern in **virtual prototyping of tethered mobile machines** for the Kaiserslautern Technische Universität, Germany.

- Analysis of expectations, comparison and determination of a physic-engine software
- Development of C# scripts to improve the simulation reality
- Development of a co-simulation system between a physic-engine software and Simulink
- Analysis and development of a new way to visualize 3D models: the augmented reality

EDUCATION

2016 – 2019: Successfully obtained an **engineering degree** in **Computer Science**, specialized in **image, interaction, virtual and augmented reality**, with an average GPA of 85, at Université de Technologie de Belfort – Montbéliard, 12 Rue Thierry Mieg, 90000 Belfort, France.

Fifth year projects:

- In pair with another student, we developed a strategic virtual reality game on the theme of the space conquest. Made with Unity3D, to be used on a HTC Vive Pro, the game was developed in 5 months and took into consideration every game aspect: graphics, level design, IA, interaction system, game cycle, virtual reality support. The player, as the leader of his attack and resource mining spaceships fleet, has to explore the map to extract the asteroid resources and expand his fleet in order to defeat the others IA on the map.
- Development of a mobile application (Android and iOS) in 5 months, for the museum *La Cité du Train* in Mulhouse. The goal was to show animations (train moving, conductor driving, train mechanisms) in certain area thanks of the augmented reality. Developed with Unity and Vuforia, the applications were ready to be deploy at the end of the 5 months.

2014 – 2016: Successfully obtained a **two-year university diploma** (DUT) in **Computer Science** at University Institute of Technology (IUT) of Clermont-Ferrand, Campus des Cézeaux, 5 - avenue Blaise Pascal - CS 60026 - 63178 Aubière Cedex, France.

Second year project:

- We worked on a 4-month project in a group of 10 on a subject related to Computer Science in order to put our theoretical knowledge into practice. The goal of this project was to send a message or a drawing, from a desktop application, to a remote giant screen in C#.

SKILLS

Computer skills:

- Applications: Eclipse, Microsoft Visual Studio 2019, Unity3D, Android Studio, NetBeans
- Programming languages: C, C++, C#, XAML/WPF, Java, Python, Shell
- Augmented reality tools: Vuforia, ThingsWorx, EasyAR
- Methodologies: UML2, design patterns, architectural pattern, SOLID
- Operation systems and networks: UNIX systems, Windows, OSX, CCNA1, CCNA2

Language skills:

- French: Native
- English: B2/C1
- Spanish: B1
- German: A1

INTERESTS AND ACTIVITIES

I was a member of student association of my university department in Clermont-Ferrand but also in Belfort. We organised the student's life (activity, trip, video games competition). As a result, I have developed my organizational and problem solving skills.

I enjoy all sports. I do boxing 3 times a week. I'm passionate about rugby, I have played rugby in a team for 4 years in Vierzon, France.

I have been a volunteer firefighter in Neuvy Sur Barangeon, France, fire station since 2013. This has enabled me to develop my team-work and self-control skills and to be organized in any situation.

REFERENCES

Mrs Michelle Conry, English teacher at the University Institute of Technology, Clermont-Ferrand, IUT - Campus des Cézeaux, 5 avenue Blaise Pascal - CS 60026 - 63178 Aubière Cedex, France, michelle.conry@udamail.fr

Mr Franck Gechter, Head of the Computer Science department at the Université de Technologie de Belfort – Montbéliard, 12 Rue Thierry Mieg, Rue Edouard Branly, 90000 Belfort, France, franck.gechter@utbm.fr

Mr Marc-Alexandre Favier, engineer working for the Kaiserslautern Technische Universität in Measurement and Sensor Technology department, Erwin-Schrödinger-Straße 1, 67663 Kaiserslautern, Germany, marc-alexandre.favier@mv.uni-kl.de

Mrs Maria Dolores Diaz Manzanero, Digital Corner leader in the Airbus Getafe plant, Paseo John Lennon, 28906 Getafe, Spain, maria-dolores.diaz-manzanero@airbus.com