

William Van Haevre

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Experience

Senior iOS Developer, Androme/Telenet

May 2013 - present — Wetenschapspark 4, 3590 Diepenbeek

As a member of the iOS development team for Telenet's mobile OTT video app 'Yelo', my responsibilities include native app development in an agile team, co-creation and close collaboration with graphics designers and UX experts, and demonstrating to stakeholders.

Accomplishments

- In cooperation with UX designers our team conceived a state-of-the-art user interface with innovative elements for streaming video, navigating and managing media content, and 'swiping' content to and from STBs.
- I maintained the integration of a media player with DRM capabilities in a mobile application, allowing customers to stream DRM-protected content.
- I contributed to the implementation of application components that access the services of a REST-based remote API.
- I co-developed a cross-platform C++ code library collecting shared business logic targeting the iOS, Android and Windows platform.

Technical Director, Ultra Pictura

October 2010 - December 2015 — Wetenschapspark 4, 3590 Diepenbeek

I participated in developing an innovative digital platform for animating highly stylised digital artwork. In close collaboration with artists and animators I leveraged the creational process and contributed to several animation productions and research projects.

Accomplishments

- I helped to establish a specialised user interface tailored towards the needs of creative professionals.
- I co-developed a flexible and extensible software solution facilitating the animation of stylised images.
- In co-creation with animators and graphics artists, I researched and developed special-purpose software solutions for several animation productions:
 - 'Picnic with Pie', an animated series and cross-media adaptation of the international best-seller picture book by Thé Tjong-Khing (2012).
 - 'Pinocchio', an Italian animated feature film by Enzo D'Alò (2012).
 - 'He & Sea', a short animation film by Kris Genijn and Pieter Vanluffelen (2016).
 - 'Winnie the Witch', based on Korky Paul's hugely successful

picture books.

Senior Researcher, Hasselt University

September 2008 - October 2010 — Wetenschapspark 2, 3590 Diepenbeek

Senior Researcher, iMinds

July 2007 - August 2008 — Wetenschapspark 2, 3590 Diepenbeek

As a senior researcher my goal was to manage and cooperate in research projects, exploring innovative ways to facilitate users in creating digital artwork. My findings were presented on international-level conferences and published in peer-reviewed journals. I was also part of the academic staff, taught various courses and guided undergraduate students in their projects and dissertations.

Accomplishments

- I co-authored numerous proceedings and journal papers, among which “From Dust Till Drawn: a Real-time Bidirectional Pastel Simulation” published in *The Visual Computer* in 2007.
- I cooperated in several research projects, including “*SANTE: Stylised Animation TEchnology*” (IWT), “*SANTA Bumo: Stylised Animation - Technology and Business Modeling*” (IBBT-IWT) and “*SATANIC: Stylized Animation: Three-dimensional Animation and Networked Interactive Collaboration*” (IBBT).

Research Assistant, Hasselt University

September 2001 - June 2007 — Wetenschapspark 2, 3590 Diepenbeek

My role as a research assistant consisted of teaching and supporting both bachelor and master classes, guiding undergraduate students in their projects and dissertations, grading exams and co-authoring course books.

Accomplishments

- I was part of the academic staff for both bachelor and master courses: “*Computer Systems*”, “*Object-oriented Programming*”, “*Computer Animation*”, “*Computer Graphics*”, “*Information Visualisation*”, ...
- I guided students in several project courses.

Phd Student, Hasselt University

September 2001 - June 2007 — Wetenschapspark 2, 3590 Diepenbeek

My research activities were situated in the domain of digital natural phenomena, physically based and video based animations. I developed comprehensive and efficient algorithms to model realistic plant topologies and methods to animate them. I also contributed some insights to cartoon rendering and video texturing. My findings were presented on international level conferences and published in peer-reviewed journals.

Accomplishments

- 6 conference proceedings publications (Brazil, New-Zealand, ...)
- 2 ‘A1’ journal publications
- Ph.D. dissertation defended in front of an international jury

Education

Hasselt University

2001-2007 — PhD, Doctor of Philosophy in Computer Science

Performing research in the field of Computer Graphics and Animation.

PhD dissertation: “*Realism in Environment Sensitive Plant Models and their Animation*”, defended in front of an international jury. My advisor was Prof. dr. Frank Van Reeth.

Hasselt University

1999-2001 — Master of Science – Knowledge Engineering, option Computer Science/Multimedia

Graduated cum laude.

Dissertation entitled “*Sketch-rendering of 3D models*”. My advisor was Prof. dr. Frank Van Reeth. Graded 18/20.

I attended a summer-school exchange program at Baylor University, Texas, USA, July/August 1999.

Hasselt University

1997-1999 — Bachelor Computer Science

Graduated cum laude.

Sint Ursula Instituut

1991-1997 — Secondary school, Science-Math (8u)

Skills

- Languages:
 - Dutch (mother tongue)
 - English (highly proficient)
 - French (working knowledge)
- Programming languages:
 - excellent: C, C++, objective-C
 - good: C#, swift, Java, python, bash, SQL, HTML
- Operating systems:
 - Linux, MacOS, Windows.
- Development:
 - iOS SDK's
 - OpenGL
 - Qt
 - SQL