

# Dennis Eskens

MultiMedia Specialist / Graduate in Computer Science  
Curriculum Vitae

## PERSONALIA

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Name Eskens  
Surname Dennis  
Residence Beerse, Belgium  
Birthdate 05/05/1988  
Driver's License B  
Gender Male  
Nationality Belgian  
Marital status Unmarried

## EDUCATION

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2015-2017  
Computer Science (option programming)  
HiK Geel HBO5

2006-2008  
Multimedia Science  
KTA de Merodelei Turnhout

2004-2006  
Graphic Sciences  
KTA de Merodelei Turnhout

## LANGUAGES

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	<i>Speaking</i>	<i>Writing</i>	<i>Reading</i>
<i>Dutch</i>	Native language	Native language	Native language
<i>English</i>	Fluent	Fluent	Fluent
<i>French</i>	Basics	Basics	Basics

## SKILLS

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Design/UX/UI

### SPECIALTY

Adobe CS  
Adobe CC  
Typography  
Prototyping & evaluation  
SEO  
3Dsmax/Blender  
...

### KNOWLEDGE

Excellent  
Excellent  
Excellent  
Very Good  
Good  
Good

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## Methodologies

### **SPECIALTY**

Agile (Scrum)  
ITIL  
Project analysis /management

### **KNOWLEDGE**

Good  
Itil Foundation / Average  
Good

## Development

### **SPECIALTY**

ASP.NET MVC  
C#  
Java EE  
JavaScript  
jQuery  
Ajax  
HTML5/CSS3/HTML/CSS/SASS  
Telerik Kendo UI for Java  
WebGL  
GLSL  
PHP  
Unreal Engine  
...

### **KNOWLEDGE**

Good  
Good  
Good  
Average  
Average  
Basics  
Very Good  
Good  
Basics  
Basics  
Average  
Good

## Operating systems - Backoffice

### **SPECIALTY**

Microsoft Windows NT, 2000, XP, 10, ...  
Microsoft Windows 2003/2008/2012 server  
Microsoft SQL Server 2008/2012  
Linux  
...

### **KNOWLEDGE**

Excellent  
Good  
Basics  
Good

## Databases

### **SPECIALTY**

Microsoft Access 97 / 365  
Microsoft SQLServer 2008  
Microsoft SQLServer 2012  
Oracle  
MySQL  
Google Firebase (for mobile apps)  
...

### **KNOWLEDGE**

Good  
Basics  
Basics  
Good  
Good  
Average

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## WORK EXPERIENCE

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2002-2008 Digital Century

Graphic and web design:

- Development HTML / Inline CSS web shop and keeping design up-to-date, design concept to code
  - Secure Dealer Login Area based on Zen cart: MySQL database, modifying PHP modules
  - Design of promotional material (banners, interactive media, videos, ...)
  - Tools: Macromedia Dreamweaver MX, Macromedia Director, Photoshop, Flash MX
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2008 - ... Personal Projects

*Project 1:* April 2008 - PC Gameplay Magazine: Software developer / Designer / Writer:

- Design and code new monthly released CD/DVD Menu (Screenshot gallery, Video player and demo installer)
- Overall design refresh of the magazine
- Writing articles
- Tools: Director, InDesign, Borland, CMD, Photoshop, Illustrator, ..

Magazine: PC gameplay nr144 : <http://www.denniseskens.com/pcg.pdf>

*Project 2:* 2010-2012 Minecraft alpha mod: Texture designer, Shader (glsl) coder, GUI designer/coder (Java):

- Customize Java code to support higher resolution textures
- GLSL Shader code for: God Rays, Adaptable lighting system based on shadow intensity per frame
- All textures are replaced with new designs
- All GUI elements reworked
- 1mil+ downloads
- Tools: Netbeans, Photoshop, OpenGL ES Software Development Kit, text editors, hex editors, GitHub

Demo: [https://www.youtube.com/watch?v=\\_t3pkx1SX8w](https://www.youtube.com/watch?v=_t3pkx1SX8w)

Magazine: Gunk nr82 (online persona: aageon): <http://www.denniseskens.com/gunk.pdf>

*Project 3:* 2011-2012: Bethesda: Skyrim Mod: Texture Designer:

- Full rework of existing art and textures: bump maps, specular maps via DDS plugin by Nvidia

Demo: <https://www.youtube.com/watch?v=iMO605s8SPA>

Media:

<http://pinoytutorial.com/techtorial/upcoming-skyrim-hq-texture-pack-by-aageon-looks-amazingly-real-mod/>

*Project 4:* 2016: Windows based arcade cabinets Launchbox/Bigbox Tool, C#:

- Tool to close explorer.exe on start-up, see if an application is still active, if not restart application, customizable program artwork.
- Tools: Visual Studio 2015

Site: <https://forums.launchbox-app.com/topic/33493-bigbox-launcher-v101/>

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*Project 5: 2016-2017: Augmented reality tool: Windows 10 / Mixed Reality: (ongoing)*

- Early build C#: Colour recognition to operate windows through camera (both X, Y, Z-axis) with auto-adjusted camera resolution / screen resolution so any camera module / screen can be used.
- 3D UI elements and application build in a 3D space to improve pixel scaling.
- Tools: Visual Studio Enterprise 2017, Xamarin, Aforge.net, 3Dsmax (concepts)

Screenshot (Early Build): <http://denniseskens.com/assets/img/works/03.jpg>

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2009-2018

Reynders Pharmaceutical Labels

Main printer: Printing labels (narrow-lane rotary presses) for pharmaceutical purposes, developing new processes, up to 12 colours. Use windows embedded / integrated systems and knowledge of prepress.

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2013

Non-disclosure agreement (outside basic info)

Game development: Noir / Sci-fi Adventure, team lead of designers and coders from Belgium and USA.

In collaboration with an American team: indie game development (Agile Scrum).

Funding through sponsors and working with school leavers who wanted to start in software / game development.

This with some professionals from the sector, including myself.

My role: Team leader Belgium / Art Director / Proof of concept developer

Concept development: early art, early gui and basic mechanics

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2018-...

Emmaüs

ICT-Technician

## PERSONALITY

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- Adaptability
- Critically thinking
- Leadership
- Creative
- Eager to learn
- Stress resistant

## EXTRA'S

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Free Time: Game Modding, Online Content Creation and Musician

[www.denniseskens.com](http://www.denniseskens.com)