

Dennis Eskens

MultiMedia Specialist / Graduate in Computer Science
Curriculum Vitae

PERSONALIA

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

EDUCATION

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

	<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

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

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
-

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

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>

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.

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

2018

Emmaüs

ICT-Technician

2018 - ...

VanRoey.be

Functional Consultant

PERSONALITY

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