

Werthen-Brabants Lorin

26/01/1996

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EDUCATION

GHENT UNIVERSITY

MSC IN COMPUTER SCIENCE

ENGINEERING — CUM LAUDE

2016–2018 | Ghent, Belgium

BSC IN INFORMATICS

2013–2016 | Ghent, Belgium

LINKS

Github:// [werthen](#)LinkedIn:// [werthen](#)SoundCloud:// [jttrmusic](#)

SKILLS

PROGRAMMING

Experienced:

Ruby · Java · JavaScript

CSS/SCSS · Python · Rails · Django

nanoc · Git · HTML · \LaTeX · Keras

Tensorflow

Intermediate:

C · C++ · Shell · Sinatra · Linux

CoffeeScript · Haskell

Familiar:

Rust · TypeScript · AngularJS

Angular2 · SQL · Oz

MUSIC

Experienced:

Ableton Live · FL Studio

Synthesis techniques

Intermediate:

Audio recording techniques

LANGUAGES

Mother tongue:

Dutch

Experienced:

English

Basic:

French

EXPERIENCE - IT

ROBOVISION | DATA SCIENTIST

October 2018 – Present | Ghent, Belgium

Research and Development of computer vision solutions using deep learning. Worked with Tensorflow, Keras and OpenCV in combination with web technologies in order to develop an AI platform. Did internal research into anomaly detection in manufacturing.

ZEUS WPI | SYSTEMS ADMINISTRATOR & EVENT MANAGER

September 2014 – October 2018 | Ghent University, Belgium

Events organised

Talks (e.g. by Richard Stallman of GNU), workshops and classes about programming languages and different frameworks. Organizer of the annual LAN-Party, including setup and organization of network.

System Administration

Worked with Ansible to set up three different servers. Gained experience with general system administration.

Projects

Designed and implemented <https://zeus.ugent.be> using nanoc, a static site generator written in Ruby. Helped maintain and provide support to the projects on <https://github.com/zeuswpi>.

HPC GHENT UNIVERSITY | INTERN

June – December 2016 & June – December 2017 | Ghent University, Belgium

Worked on <http://account.vscentrum.be> (Django, Python), exposing an API controlling the user spaces on the High Performance Computer of Ghent University.

STUDENT KICK-OFF | IT COORDINATOR & SYSTEM ADMINISTRATION

August 2015 – September 2017 | Ghent, Belgium

Implemented <https://studentkickoff.be>. Created in-house tools and sites, mainly written in Ruby with Sinatra and Ruby on Rails. Set up the new VPS, using Passenger to serve the Ruby based applications. Managed the Access Management and the Box Office on the terrain.

STUDY PROGRAMME COMMITTEE - INFORMATICS | STUDENT REPRESENTATIVE

September 2014 – September 2016 | Ghent University, Belgium

Represented the students of the Bsc in Informatics at Ghent University. Overlooked the reform of the study programme in 2016, which made the programme more suitable on a global scale.

EXPERIENCE - OTHER

MUSIC | ARTIST/PRODUCER

2011 – Present | Ghent, Belgium

Released singles “Pine Harmony” and “Saint”, in total accumulating more than 200.000 plays Released “Default Affinity” and “Boule de Berlin” for CROSSxBEATS, an iOS game by Capcom. Composed music for the Miller High Life x Benny Gold campaign. Composed music for a teaser of TEDxBrussels on YouTube.

CODEFEVER | VOLUNTEER

September 2018 – Present | Ghent, Belgium

Volunteer at Codefever, an independent education programme teaching programming to children aged 8-16.