

Michaël HOSTE

Website / Portfolio : <http://www.opengl.fr/cv/>

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Date of birth : January 6, 1985

Birthplace : Liège, Belgium



EDUCATION

- 2003-2008** : **Université de Mons-Hainaut, Mons, Belgium**
Master in Computer Science / Master Thesis : 18,5/20
Master Thesis nominated for the *Baudouin Elleboudt Awards* (best IT thesis of the year)
- 1997-2003** : **Collège Saint-Louis, Liège, Belgium**
Diploma of General Secondary School
Options : Mathematics 8h, Sciences 7h, English 4h.

WORK EXPERIENCE

- 2008-2011** : **Université de Mons (UMONS), Mons, Belgique**
PhD Student (Grant) in the Software Engineering Lab,
Computer Science Institute, Faculty of Sciences.
- 2007 (august-september)** : **Strass Productions, Paris, France**
Internship in a video game company from Paris. Development
and integration of the « Ushuaïa : Mission Extrême » game.
We used Antirypad GX game engine.
- 2005-2006** : **Materia Nova, Mons, Belgium**
University project : development of a statistical calibration
and validation tool for digital mammography.
- 2003** : **Sodexo**
Student job in the kitchen of Bruyères Hospital, Grivegnée,
Belgium.
- 2003** : **Mini-Entreprise « International Diamonds Society »**
With the association « Les Jeunes Entreprises »,
(www.lesjeunesentreprises.be), I participated in a Mini-
Entreprise as IT Director. Our team won against over a
hundred competitors from everywhere in Wallonia.
- 2001-2005** : **XC-LAN, Herstal, Belgium**
Organization of about fifteen LAN Parties gathering between
20 and 95 players in Herstal, Belgium.

LANGUAGES

- French** : Mother tongue
- English** : Spoken : good / Written : very good
- Dutch** : Elementary knowledge

COMPUTER SKILLS

- OS** : Good knowledge and experience of Linux and Windows and MacOS
- Programmation** : Knowledge of the following languages : C/C++, Java, Javascript, Python, Ruby, PHP, Scheme, Caml.
- Knowledge of the following libraries : OpenGL, GTK+, SDL, Fmod, (free)Glut, LibXML, Antiriyad GX, Ogre3D (with ODE).
- Knowledge of the following notions : Object-oriented programming, Functional programming, Network programming, Multi-threaded programming, Model-View-Controller programming, Software forges and versioning (TRAC with GIT).
- Web** : Knowledge of Ruby on Rails and the different technologies involved in the web 2.0 (HTML, CSS, Javascript, etc.). Good knowledge of the social networks.
- Graphics** : Knowledge of 3D Studio Max, QuarkXPress and the main software of the Adobe Suite : Photoshop, Indesign, Illustrator, Flash, Premiere.
- Office** : Knowledge of Word, Excel, Powerpoint, OpenOffice, Final Draft, Lyx, LaTeX.
- Others** : Typing speed : 90 words/min.
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PERSONAL PROJECTS

- Video games** : **PonGL**
Small C/OpenGL game with simple concept but with advanced graphics. It is widely diffused on the web.
- ISokoban**
3D version of the Sokoban game in C++/OpenGL. It can load and play thousands of levels in a 3D context with a smooth user interface like cover-flow.
- ORE** : During my University studies, I was elected President of the « Organisation Représentative des Étudiants » (Representative organization of students) of UMONS for two mandates between 2009 and 2011. As such, I was member of the Board of the University and I managed a budget of 20,000€/year and a half-time secretary to develop student life on campus: 4h Cuistax (~800 students), associative flats, reopening the restaurant, reopening the sports hall, creating a sport department, etc. During these years, I was also member of the « Fédération Francophone des Étudiants » (federal student representation) and I organized a weekly jogging gathering about 50 students.
- University newspaper** : I was redactor and designer of the University Student Journal between 2007 and 2008.
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INTERESTS

Jogging (semi-marathons), Cycling, Skiing, Films, Series, Music, Reading and Video Games