

Benjamin GOLINVAUX

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PERSONAL INFORMATION

Birth date October 2nd, 1973
Citizenship Belgian

EDUCATION

University of Liège Liège, Belgium
M. Sc. in Engineering – Electronics (EE Engineer) June 1996

OBJECTIVE

Apply my software engineering skills to design and implement services, components and interfaces, with an emphasis on: image and media processing, real-time performance, maintainability, reliability and short release cycles through continuous delivery.

EXPERIENCE

Benjamin Golinvaux Marchin, Belgium
Freelance Software Engineer Oct. 1999 – present

- Available for development tasks and consulting on software architecture and methodology, in accordance with my objective.
- Landmark project: a graphical desktop application that allows creating audio-visual sequences to drive the Psio light therapy glasses, giving the designer the ability to graphically control the evolution of every parameter of a stimulation sequence over time (www.psio.com)
- **Stack:** .NET/C#, C++, JUCE, Windows Forms, InnoSetup, Docker, Python,

Osimis Liège, Belgium
Senior Software Engineer Jan. 2019 – present

- Osimis provides services builds products around Orthanc, an open-source (AGPL) Dicom vendor neutral archive used by thousands of doctors and medical imaging technicians worldwide. I worked on backend services and on Dicom visualization desktop and web-based applications. (orthanc-server.com, osimis.io)
- **Stack:** TypeScript, nginx, Qt, WebGL, C++, Web Assembly/WASM, Docker + Docker-compose, bash, CMake

Jomago Liège, Belgium
Co-Founder - Software Engineer Apr. 2010 – Nov. 2013

- Jomago designed and sold a cutting-edge cross-platform video stabilizing SDK for software integrators.
Stack: Adobe Plugin SDK, C++, Python, CMake

EVS Broadcast Equipment

Software Project Manager

Ougrée, Belgium

Mar. 2011– Dec. 2018

- By introducing agile development and best practices in the software development team and taking advantage of modern methodologies, technologies and tools, I am improving the software development workflow and the product quality (www.evs.com).

Stack: C++, C#, InnoSetup, video encoders/decoders, TeamCity, SVN, GIT, Docker, Python, Powershell.

Euresys SA

Vision Software Manager

Angleur, Belgium

May 2003– Mar. 2011

- Along with the team, I designed, implemented and maintained an extensive image analysis and processing library (www.euresys.com → [products](#) → [software tools](#)).
- I led those developments and successfully introduced good software engineering practices: reusability and sound object-oriented design, source control, automated builds and extensive testing (unit testing and integration testing).

Stack: C++, C#, TeamCity, Perforce, CVS, Visual Basic, ActiveX, image processing.

Arboretum, Inc.

Montage Team Leader

Pacifica, CA, USA

Dec 1999 – Mar 2003

- I led, from early design to release, the development of HyperEngine AV, a multimedia authoring and editing application for Mac OS X (sourceforge.net/projects/hyperengine).

Stack: Objective C, Cocoa, CVS, C++, Audio DSP, GCC, GDB.

EVS Broadcast Equipment

Free-lance developer

Ougrée, Belgium

Apr 2001 – Jun 2001

- I implemented Browser On Witness (BOW), a multimedia HTTP web server, in C++ (www.evs.com).

Stack: Custom HTTP server, MFC, C++, SQL Server.

Deltatec SA / Art & Magic SA

C++ Software Developer

Ans, Belgium

July 1996 – Mar 2000

- I took part in the development, design and maintenance of a 2D and 3D graphics library (DirectX).
- I designed and implemented real-time rendering algorithms for a professional flight simulator.
- I implemented an optimized bitmap rastering algorithm for a giant screen controller.

Stack: Embedded C/C++, MFC, DirectX.

SKILLS

- **Tools, languages and practices:** C++ (Microsoft, GNU, Apple desktop development toolchain), MFC, DirectX, OpenGL, .NET (C#), Python, rest, Powershell, docker, docker-compose as well as continuous integration (TeamCity) and numerous other toolkits and libraries. Scrum, agile development, automated unit testing, automated build and integration testing, containerization.
- **Other relevant skills and hobbies:** Photography (skilled at Photoshop, Lightroom) and digital drawing and painting (Photoshop, Procreate).