### RESUME

# **Education**

Secondary school:

**University:** 

Greek - Mathematics (class of 2008, cum laude) at the Sint-Barbara College, Ghent, Belgium

Bachelor of Science (class of 2011, magna cum laude) in Computer Science Engineering at Ghent University, Ghent, Belgium

> Master of Science (class of 2013, summa cum laude) in Computer Science Engineering: ICT at Ghent University, Ghent, Belgium

# I

### Work history

Internship at Bell Labs Antwerps (formerly Alcatel-Lucent, now Nokia) Summer of 2012 On 3D reconstruction of faces from video

PhD student at the TELIN department of Ghent University

Fall 2013 - present day Research on passive 3D reconstruction and machine intelligence TA'ing 'Optimization Techniques' and 'Computer Graphics' Counseling thesis students



## Hobbies and free time

#### **Sports**

I practice several on a recreational level, and coach the youth of the local table tennis club.



#### Programming

I maintain a game client for an MMO (Salem) and pursue various personal projects.



https://github.com/DonnEssime

https://bitbucket.org/Doness



### Simon Donné

#### Personalia



+32 495 75 86 85



donnesimon @gmail.com



December 28th, 1990 in Deinze



Belgian

Not married

Type B license

#### Languages



Dutch (native) English (full proficiency) French (limited) German (limited)



Java C/C++ and CUDA (basics) C# Matlab Python (basics) LaTeX

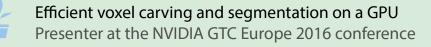
## **SCIENTIFIC OUTPUT**



MATE: Machine Learning for Adaptive Calibration Template Detection First author of the journal paper in MDPI Sensors 2016

Real-time Machine Vision with GPU-acceleration using Quasar Co-author of the conference paper at Electronic Imaging 2016

Efficient n-body simulations for galaxy simulations on GPU Presenter at the HiPEAC Computing Systems week Fall 2016



Machine Learning for Maize Plant Segmentation First author of the conference paper at BENELEARN 2016

3D Reconstruction of maize plants in the PhenoVision system Presenter at the Knowledge For Growth 2016 conference

Quasar: a new programming framework for real-time image and video processing on GPU and CPU Co-author of the conference paper at ICDSC 2015

Point triangulation through polyhedron collapse using the l∞ norm First author of the conference paper at ICCV 2015

Fast and Robust Variational Optical Flow for High-Resolution Images using SLIC Superpixels First author of the conference paper at ACIVS 2015



Variational Multi-image Stereo Matching First author of the conference paper at ICIP 2015



On-line Non-rigid Structure-from-Motion based on a Keyframe Representation of History First author of the conference paper at VISAPP 2014







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