



Education

- Secondary school:** Greek - Mathematics (class of 2008, cum laude)
at the Sint-Barbara College, Ghent, Belgium
- University:** 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



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



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Eikvarenweg 44
B9031 Drongen
Belgium



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



Efficient voxel carving and segmentation on a GPU
Presenter at the NVIDIA GTC Europe 2016 conference



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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