ir. THEO DE GEEST

Computer Science Engineer

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PROFILE

- Burgerlijk ingenieur
- 4 years of work experience
- To the point mentality
- Transparent communication
- Organizational discipline
- Driving license B

LANGUAGES

Dutch* ●●●●●
French* ●●●●○
English ●●●●○

* Native language

PROGRAMMING LANGUAGES

C/C++ | Java | Scala | Elixir | Python | Racket, Scheme | x86 Assembler | JavaScript | TypeScript | HTML/CSS | SQL | CUDA | Bash

IT SKILLS

Linux | Windows | Googling | Excel | Blender | LaTeX | Visual Studio (Code) | Vim | Git/GitHub | eBPF

LEISURE ACTIVITIES

- Reading
- Hiking
- Ice skating
- Bouldering
- Traveling

EXPERIENCE

Tutoring Students
2020 - 2024

Brussels

- Provide individualized tutoring sessions for secondary and higher education students, tailoring lessons to meet each student's academic needs.
- Help students improve understanding and mastery of complex subjects, leading to better academic performance and higher grades.

EDUCATION

Master of Science in Applied Sciences and Engineering: Computer Science Software Languages and Software Engineering
Sept 2024 – June 2026

Vrije Universiteit Brussel

With Greatest Distinction (summa cum laude)

Master's Thesis: Attributing Scalability Bottlenecks in Multi-Threaded Applications via eBPF-Based Speedup Stack Analysis

- Performance analysis of multi-threaded applications
- eBPF-based performance analysis
- Identifying and eliminating scalability bottlenecks

Applied Sciences and Engineering: Computer Science (Bachelor)
Sept 2021 – June 2024

Vrije Universiteit Brussel

With Great Distinction (magna cum laude)

Secondary Education Math-Sciences
Sept 2015 – June 2021

Koninklijk Atheneum Etterbeek

AWARDS

RoboCup Junior Belgium
2018

Junior Division Contest Winner

PROJECTS

Actor Library
2025

Skills: C, Multi-Threading, Scheduling

GPU-accelerated Conway's Game of Life
2023

Skills: C, CUDA

Raycaster in Assembler
2023

Skills: Assembler

August, 2026