

Personal details

Firstname: Elliot

Lastname: Coene

Birth date: 19-08-1983

Locality: Waterloo (20 km of Brussels)

Nationality: Belgian

Actual status: Freelance

VAT number: BE 0821 228 922



Usual hourly rate: 55 €/h eVAT

Contacts:

E-mail: elliott.coene@e-telier.be

Phone: +32 4 76 85 73 06

Website: <https://www.e-telier.be>

Summary:

Since 2005 I worked on a wide variety of projects; softwares, websites, applications, video games, ... Those accumulated experiences gave me the know-how and the trust needed to be given more and more responsibilities.

I'm used to be the link between an idea and its final realization, carrying out the technical aspects of a project from A to Z while communicating with each member of the team (clients, designers, project managers, ...).

Skill sets

I would defined myself as a full stack web developer, specialized in web apps.

Specializations:

- Analyzing of a project technical needs
- Server side programming with PHP
- Creation of project-optimized databases (SQL)
- Client side programming with Javascript
- Layout translation in CSS3, HTML5

Other skills:

- Graphical tools like Adobe Photoshop
- App development using Apache Cordova
- Knowledge of Git, Unity 3D, Actionscript 3, JQuery

Languages:

Mother tongue: French

Foreign language	Reading	Writting	Listening	Speaking
English	4/5	4/5	4/5	3/5
Dutch	2/5	1/5	1/5	1/5

Work experience


2010 – present

Freelance developer at E-telier


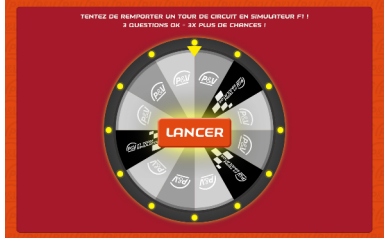


Development of numerous projects, mixing a wide range of responsibilities:

Developer	Managing of the whole project creation following the client needs, demands and budget
Web master	Maintaining a service and updating of a project
Programmer	Translating a set of requests into concrete coding
Graphic integrator	Translating the static designers' ideas into interactive products

Notable examples:

MOMS	2021	
<p>Programming in partnership with Siemens of a JQuery web application extension.</p> <p>1/ Ortho schematic display</p> <p>Asynchronous loading of layers to be drawn on an HTML5 canvas (line, square, circle, image, or text)</p> <p>2/ Display of a customized Google Map</p> <p>Asynchronous loading of the layers to be drawn using Google Map API (line, polygon, circle, image, or text)</p> <p>The purpose of the application is to allow technicians on the move to obtain live information on the status of the electrical network.</p>		
<p>Technologies:</p> <p>Javascript, JQuery, HTML5 canvas, Google Map API</p>		


Orchestra	2019
<p>Creation of an online project management webapp for the Siemens company.</p> <p>The tool allows users to communicate about the projects they are assigned to:</p> <ul style="list-style-type: none">• task assignment• progress report• collection of general information	
<p>Technologies: PHP, MySQL, Javascript, JQuery, CSS3</p>	


Delasia	2018 - present	
<p>Development of an online platform to create and manage the internal of a food company (orders, promotions, complains, requests, deliveries, ...).</p> <p>There are 3 secured access types : admins, salesmen and clients, each with their own abilities.</p> <p>This online system is then synchronized with their on location software (downward and upward).</p> <p>Technologies: PHP, MySQL, Javascript, JQuery, CSS3</p>		
P&V F1 Simulator	2017 - 2018	
<p>Android application developed for the Brussels car show of 2018.</p> <p>The purpose of this application was to regulate the queues for the simulator by playing a quiz and entering customer data.</p> <p>The data was then automatically synchronized with the server and accessible to the salespeople at the end of the line.</p> <p>Technologies: Cordova, Javascript, PHP, MySQL</p>		
VRto.me	2016 - present	
<p>Web application designed to allow VR professionals to create, update and manage their VR projects online.</p> <p>To manage the heavy computing the projects generation is asynchronous, each new project modification enters a queue that is processed 24/7 following the subscription type of the user.</p> <p>The e-commerce part is subscription based using the Fastspring service.</p> <p>Technologies: PHP, MySQL, Javascript, JQuery, HTML5, CSS3, KRPano</p>		
AMI Project	2015 - present	
<p>This is an accounting and invoicing web application allowing its users to fully manage their business online.</p> <p>It facilitates the workflow, from the estimate to the invoice, passing by the order and delivery forms. All documents can be exported into PDF or CSV, to be printed or sent to the client using the included communication tools.</p> <p>The e-commerce allows the user to buy different access types.</p> <p>Technologies: PHP, MySQL, Javascript, JQuery, HTML5, CSS3, TCPDF</p>		

2020 – present

Teaching / instructor

From 2020, I started teaching computer science.

Réseau formation	2022 - present	
This training school offers various courses for adults. I teach 3 different training courses : <ul style="list-style-type: none">• HTML – CSS• Javascript• PHP		

IPES Wavre	2020 - 2021	 IPES WAVRE INSTITUT PROVINCIAL D'ENSEIGNEMENT SECONDAIRE
A high school with teenage students between 14 and 18 yo. I taught computer classes there for one school year : <ul style="list-style-type: none">• HTML – CSS• Spreadsheets and office applications• Computer parts and assembling		

2006 – 2009

Lead programmer at Belle Productions

Employed within the Belle Productions video game company as a lead programmer and technical supervisor on numerous projects.

I was in charge of:

- building and maintaining the game engines
- lead the team of programmers
- counseling the game designer
- driving the graphic designers on technical issues
- helping the integrators and level designers

Projects:

- Les Secrets d'Ombyliss (Video game - 2008-2009)
- Belgacom Kid City : La Boite à idées (Software - 2008)
- Trolls de Troy : La Citée de la Mort Rose (Video game – 2007-2008)
- Intervilles : le jeu (Video game - 2007)
- Patrimonia (Video game - 2007)
- Franklin et le trésor du Lac (Video game – 2006)

2005 - 2006

Programmer at Atelier de la page

I was hired to develop an **e-commerce plateforme** for local markets and producers.

The core concept was to create 3 types of access and content, each with their own capabilities:

- Admin: to manage the website and the sales
- Client: to buy products
- Producer: to present and sell their products

Education

2002 – 2005

Multimedia Graduate at Institut des Arts de Diffusion

Acquired skills:

- Programming (PHP, Actionscript, Lingo, ...)
- 2D design (Adobe Phoptoshop, Illustrator, ...)
- 3D design (3DSMax)
- Video editing (Adobe Premiere)
- Sound editing

This wide range of skills has been a strong asset in communicating with the different members that make up a development team.

As an end-of-study project I developed a video game, working and supervising 4 designers.