

# Thomas Stockx

## Curriculum Vitae

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### Freelance Working Experience

- November 2020–Present **Freelance Senior Mobile Developer,**  
*This Might Work*, Remote, <https://thismightwork.co>.  
Flutter and Firebase development on several mobile projects.
- Lead Developer on Weerflash  
<https://www.thismightwork.co/work/weerflash>
  - Mobile Developer on avail  
<https://www.thismightwork.co/work/avail>
  - Lead Developer on azuleo and Steylaerts mobile apps and Firebase environments  
<https://www.thismightwork.co/work/steylaerts-azuleo>
  - Mobile Developer on Younite  
<https://youniteapp.com/>
- February 2017–Present **Freelance Senior Mobile Architect and Innovation Developer,**  
*Kunstmaan | Accenture Interactive*, Leuven, Belgium, <https://kunstmaan.be>.  
Projects include several types:
- **Flutter** (Mobile cross-platform):
    - Sole Flutter developer on CityGlow (Engie)  
<https://www.marche.be/tourisme/accueil-tourisme/city-glow-cherchez-la-lumiere-et-connectez-vous-aux-statues-17476/>
    - Sole Flutter developer on Uniting4X!  
<https://itsallwidgets.com/flutter-app/uniting4x>
    - Main Flutter & Firebase developer on Azuleo loyalty app  
<https://itsallwidgets.com/flutter-app/azuleo>
    - Main Flutter & Firebase developer on Kunstmaan Pointer App  
<https://itsallwidgets.com/flutter-app/kunstmaan-pointer-app>
  - **Conversational Agents:**
    - Sole Dialogflow & Node.js Developer on KMI - IRM Action on Google.  
[https://assistant.google.com/services/a/uid/0000000fdb02dba0?hl=nl\\_be](https://assistant.google.com/services/a/uid/0000000fdb02dba0?hl=nl_be)
  - **Android** (Mobile native):
    - Main Android Developer on Didid. (BNP Paribas Fortis)  
<https://play.google.com/store/apps/details?id=be.lets.didid>
  - **Unity:**
    - Main Unity Developer on custom-built 3000+ LED screen
    - Lead Unity Developer on Augmented Reality POC for global pharmaceutical company
  - **Web:**
    - Lead Firebase Developer on Accenture's Live Moments (Together) Experience Platform.  
Used on <https://memorialdayonline.com> and <https://live.paradisecity.be>

December 2016–January 2017 **Freelance Unity/Android Consultant (Remote),**  
*Boss Alien - NaturalMotion - Zynga, Brighton, UK (Remote),*  
bossalien.com, naturalmotion.com, zynga.com.  
Code support on an unannounced new IP (under NDA):

- Integration of in-house Analytics system
- Build pipeline refactor from Ant to Gradle
- OBB expansion file support

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## Professional Working Experience

August 2014–November 2016 **Gameplay Programmer / Android Platform Specialist,**  
*Boss Alien - NaturalMotion - Zynga, Brighton, UK,*  
bossalien.com, naturalmotion.com, zynga.com.  
Started as Graduate Programmer and ended as the sole engineer responsible for CSR Racing.  
Detailed achievements:

- Worked with developer team on several new singleplayer gameplay features
- Main developer on several new single- and multiplayer game modes
- As sole engineer on CSR Racing, coordinated with 3rd parties ensuring long term stability for live players
- Android Specialist in the studio:
  - Working together with the Google Play Editorial Team on several Android specific features to guarantee featuring
  - Build pipeline refactor from Ant to Gradle
  - Provided Android support to CSR Classics and CSR Racing 2, as well as new IP
- Led external SDK management on new IP
- Guest speaker at several universities in the UK and Belgium to promote the Game Industry to Computer Science students
- Co-organised company wide hackathon over multiple time zones

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## Education

2008–2014 **Master in Computer Sciences - Multimedia,** *Hasselt University, Diepenbeek.*  
MSC *Going Deeper Underground: Using accelerometers on mobile devices to enable*  
Dissertation *localization on underground public transport systems*

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## Skills

**Programming Languages** Java, Dart, C#, Javascript

**Frameworks** **Mobile:** Android SDK, Flutter, Google Play Services, Firebase  
**Conversational Agents:** Actions on Google, Dialogflow  
**Game development:** Unity, ARCore

**General** Software Engineering, Scrum, app/game development cycle, Google Play

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## Languages

Dutch Native  
English Professional working proficiency *Worked in the UK for 2.5 years*  
French Basic knowledge *Can understand and express myself if need be*

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## Honors and Awards

- 2014 *Alcatel-Lucent Bell MSc Thesis Award*, Alcatel-Lucent
- 2013 *2nd People's Choice*, ACM UIST 2013 Student Innovation Contest
- 2013 *People's Choice*, 1st Corda Campus Hackathon
- 2013 *Honorable Mention*, Hackathon Apps City

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## Publications

- 2014 *SubwayPS: Towards Enabling Smartphone Positioning in Underground Public Transportation Systems*  
ACM SIGSPATIAL 2014: Proceedings of the International Conference on Advances in Geographic Information Systems

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## Volunteering

- 2012–2014 **Co-organizer and Technology Support**,  
*TEDxUHasselt*, Hasselt University, [www.tedxuhasselt.eu](http://www.tedxuhasselt.eu).  
Event where speakers with inspiring and interesting visions tell about them in short talks of about 20 minutes. Speakers include engineers, scientists, entrepreneurs,... The talks are focused on their visions rather than technical details, everybody can attend.
- 2011–2013 **Co-founder and President**,  
*ExperienceIT*, Hasselt University.  
More business oriented fraternity with the purpose of bringing students in Computer Sciences and companies together.
- 2010-2011 **President and Treasurer**, *HIBIN Batuta*, Hasselt University.  
Student association at University Hasselt catered for students in Business Engineering with extensions to students in Computer Sciences.

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## References available on request