Kobe Dieryck

Maintenance Technician || Electronic engineer || Programmer

About me

Dutch as native language, experienced in English. Has a good understanding of/Experience in Electronics, Mechanics, CNC milling and turning, CAD and 3D printing.

Personal

Kobe Dieryck
nationality: Belgian
2003

Areas of specialization

Mechanics • Programming • Electronics • Cameras

Interests & Passions

camera's, programming, 3D printing, electronics, FPGA's, and all related fields.

Strengths

Eager to learn • Out of the box thinker • Creative Designer

kobe-dieryck
TheNeg0t1ator
Photo-blog
Iter8 blog

Degrees

Mechanical Design
Secundary · PSSB

Maintenance Technician
Se-n-Se · PSSB

Studying — **Electronical Engineer**
Bachelor · PXL

Skills

Programming	C, C++, Rust, Bash, VHDL, Python, Front end Web, Structured text Latex
Tools	Altium, KiCAD Inventor, Fusion360 Xilinx Vivado, Vitis Wireshark
Mechanical	Tig, Mig, MMA welding Milling, Turning, Hydraulics Pneumatics, Soldering

Work Experience

KS-Metaalwerken
Internship in Production · Vliermaalroot
High-value production of CNC produced parts from various sources, including milling (5 axis), turning (7 axis) and drilling. In high-grade steels, and alumina.

Carglass EDC Belron
Logistics · Bilzen
Fulltime student logistics, inventory, pick-and placing

Projects

2019–2020 — **3D-Printing a drone**
Research · Tongeren
I gained valuable experience by 3D printing and testing a drone for fun. Through experimenting with various materials and learning about electronics and 3D printing, I acquired knowledge and skills. My efforts were recognized with an sg-psol nomination.

2023–2024 — **LED Game tiles**
R&D · Corda Campus
In this project we were tasked to create tiles. These tiles are controlled by one master over rs485. The tiles were written in micropython, and used an oop structure. A game would be run on the master tile, and displayed on the tile array. The game could then be played on the whole array.In this project we were tasked to create tiles. These tiles are controlled by one master over rs485. The tiles were written in micropython, and used an oop structure. A game would be run on the master tile, and displayed on the tile array. The game could then be played on the whole array.

Languages

Dutch	Native language
English	
French	

Certificates

2019 & 2022	Nomination SG-PSOL x2
2022	Limtec Bearing Technics
2022	VCA Certificate
2024	NVIDIA DLI

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