

CHRISTOPHE HERMANNNS

CTO / CEO



SHORT BIO

Master's in IT engineering with more than 25 years of experience in software development, I started programming video games at the age of 7, joined the Microsoft team at the age of 18, worked for years as freelance for different video games companies in Belgium, Paris, Syngapore,... I was able to create multiple innovative concepts as an entrepreneur or freelancer. I particularly enjoy new challenges as well as coaching and training talents.

SOME PROJECTS I'M PROUD OF

Vigo Creative – Founder & Leader (Freelance)

Since 2007

CEO of a management and consultancy company specialized in software development and digital technologies.

Vigo Universal – From start-up to scale-up

2011-2022

Founder, Board member and CEO of a company active in new digital technologies (XR, 3D scanning,...). 2 successful fundraisings and management of many projects in video game development.

HolloH – Virtual Reality Center

2019-2022

Creation of a 2000 sqm virtual reality center focusing on entertainment, e-sports and training. Development of games in virtual reality in free roaming & arcade games. **Technologies** : Cloud / Database / PHP / C# / VR / Unity / Electronic / 3D tracking.

Besix - Dubai World Expo 2020

2021-2022

Development of a virtual reality travel to Mars to represent Belgium at the Dubai World Expo. **Technologies** : C# / Unity / VR.

Euro Space Center - Space mission simulation

2017

Development from scratch of a space simulation with all its steps : take-off, orbiting, satellite release, return to earth. Reproduction of 2 shuttles on hydraulic system and 2 control rooms. **Technologies** : Database / PHP / C# / Unity / Electronic.

3DBodyScan – 3D scanning studio for human body

2016

Creation of a 3D scanning studio by photogrammetry with a very quick scanning system (0,05 sec). Development of a automated data calculation system. **Technologies** : Cloud / Database / PHP / C# / Python / Unity / 3D printing / 3D Scanning / Electronic.

Skylane Optics (formerly Laser 2000)

2010-2015

Development of a back office allowing the management of stocks, orders, OQC, IQC, packaging. Development of a software allowing the programming of low-level fiber optic transceiver. **Technologies** : DataBase / PHP / C++ / C.

CONTACT

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Location

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LANGUAGES

French

English

SOME PROJECTS I'M PROUD OF

Replication Center – Think, scan and print in 3D 2014

Opening of the first 3D printing & scanning center in Belgium, accessible to the general public. [Technologies](#) : [3D printing](#) / [3D scanning](#) / [Laser cutter](#) / [CNC](#).

Royal Museum of Mariemont - Stargate 2016

Creation of a 1/1 replica of the famous Stargate™ for the exhibition “From Stargate™ to Comics. Egyptian gods in geek culture”. [Technologies](#) : [Unity](#) / [Electronic](#) / [3D modeling](#) / [3D printing](#)

3DBS Statue in space 2016

Digitization of a human being and 3D printing of its statuette to send it into space. [Technologies](#) : [3D printing](#) / [3D Scanning](#).

Utopiapolis – Social network with 50,000 users 2008 - 2012

Development of a social network based on creativity, with fun challenges for users. [Technologies](#) : [DataBase](#) / [PHP](#) / [AS3](#).

Sony (formerly Softkinetic) 2008-2011

Participation in the development of 3D camera technology. SDK design and bridges to other technologies. [Technologies](#) : [3D Camera](#) / [3D tracking](#) / [AS3](#) / [C++](#).

Virtual Game SC 2008-2010

Development of numerous games for online gaming platforms such as Monzoo.net. [Technologies](#): [AS3](#) / [Flash](#) / [PHP](#).

Les Dragons d'Argent - Medieval reenactment Since 2008

Creation and management of a medieval historical reenactment troupe. Master of Arms.

Orryflammes – Pyrotechnic shows Since 2008

Creation and management of a pyrotechnic troupe and design of multiple fire shows and pyrotechnic effects.

10tacle Studio 2006-2007

Developer on « David Douillet Judo » game released on Playstation, Xbox, Nintendo and PC. Training and coaching of a team of developers in Singapore. [Technologies](#) : [C](#) / [C++](#).

Ploksoftware 2003-2005

Creation of a 3D real time engine. [Technologies](#) : [C](#) / [C++](#) / [Open GL](#) / [Direct X](#).

Microsoft 2000-2004

Demonstrator, sales representative and trainer.

Hewlett Packard Compaq (HP) 2000-2004

Demonstrator, sales representative and trainer.

HARD SKILLS

Programming

Game development

Virtual / augmented reality (XR)

3D printing & 3D scanning

3D camera

Fund raising

3D modeling

SOFT SKILLS

Team management

Open to missions abroad

Think different

Audacity

Learning new things

VARIOUS SKILLS

Speaker

International economic missions

Master class and training

Consultant

Commercial

Scrum method

Budget planning

ARTISTIC SKILLS

Pyrotechnics

Medieval reenactment

Director

Master of Arms

Photographer

DATA ABOUT ME

- 12 years as CEO
- 35 years of computer programming
- 20 years of 3D engine
- 12 years of Unity 3D engine
- 10 years in VR industry
- 2 World Exhibition
- 10.000 3D scan
- 10.000 3D print
- 10 programming languages
- 2 Millions players on the games I developed
- 30 years of Mensa membership
- 200 Pyrotechnic shows
- 25 years of sword mastering and teaching
- 280 medieval historical shows

STUDY

Rennequin Sualem High School

1999 - 2002

- Obtained a bachelor's degree in industrial computer science
- Erasmus internship at the University of Paris 13.
- Essay : "Creation of a 3D engine". Result: 390/400 with the highest distinction.

REFERENCES



AWARDS

- Trends Gazelles National 2014
Startup
- Digital Wallonia Champion 2017
Digital ambassador across Wallonia
- Namurois of the Year 2016
Entrepreneurship and Innovation
- Deloitte's 2015
Technology Fast Competition
Rising Star
- Orange Price 2015
Entrepreneurship in Wallonia
- Nino 2016
Actor of innovation

OTHERS

Cover of Echo 6 May 2017

*TEDx conference 2018
Awaken your inner
multipotentialist !*

Wallonia.be Brand Ambassador