CHRISTOPHE HERMANNS

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, Singapore,… 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 2016

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

Stereopsia EUROPE– Member of the board   Since 2023

Member of the board of Stereopsia EUROPE, an immersion Forum, organized with XR4Europe, and dedicated to immersive technologies and content. Technologies : XR

Vigo Universal – From start-up to scale-up   2011-2022

Founder, member of the board 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.

HollloH – 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 - Dubaï 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 an automated data calculation system. Technologies : Cloud / Database / PHP / C# / Python / Unity / 3D printing / 3D Scanning / Electronic.

CONTACT

Phone
+32 (0) 498 61 35 26

Location
Wepion, Namur, BE

E-Mail
christophe@vigo-creative.be

Linked In
be.linkedin.com/in/hermanns

LANGUAGES

French

English

SOME PROJECTS I'M PROUD OF

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.

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

- ➢ **15** years as CEO
- ➢ **37** years of computer programming
- ➢ **20** years of 3D engine
- ➢ **14** years of Unity 3D engine
- ➢ **12** 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

European XR Awards 2024
Best Multiplayer VR game
The Smurfs Blueberry Battle

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

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*TEDx conference 2018
Awaken your inner multipotentialist !*

Wallonia.be Brand Ambassador