THOMAS JOHN
Senior Software Specialist : Front-End, Full-Stack & Product Owner

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Senior Front-End & Full-Stack Developer with a creative edge, bringing 20+ years of experience building web, mobile, and desktop applications, often with a strong focus on interactivity, design, and performance.

I've led and contributed to a wide range of projects: SaaS platforms, promotional websites, product UIs, branded mini-games, and internal tools. My front-end work is grounded in clean architecture and thoughtful UX, often incorporating motion and custom interfaces using **Vue, React, or plain HTML & CSS**. On the back end, I've built and maintained APIs, managed databases, and helped shape scalable systems using tools like **Node.js, Deno, PHP, MySQL**, and various frameworks as needed.

Over the years, I've also spent quite some time exploring **game development**, creating full-fledged games, engines, tools, and prototypes, mostly independently. I've worked professionally on a few arcade-style games and prototypes (**Unity/C#**), while continuing to develop personal projects to experiment with gameplay mechanics, AI, and procedural systems.

Technical strengths:
Vue.js, React, TypeScript, Unity, C#, Three.js, JavaScript, WebGL, Node.js, Deno, SQL, Web3.js, Haxe, HTML/CSS
Also experienced with: *Photoshop, Animate, Figma, Illustrator, Reason, SoundForge, and more.*

Quick to adapt to any object-oriented language such as *Python, Java, Dart (Flutter)*, and others.
Passionate about continuous learning and exploring new technologies.

I've worked across creative agencies, product companies, and tech teams, taking projects from concept to deployment, with a strong focus on delivering **impactful, efficient, polished user experience** and **well-structured** solutions through **clean, maintainable code.**

Happy to connect about front-end projects, full-stack work, creative tools, game dev, or weird ideas.

💼 EXPERIENCES

Lead Front-End Developer & Product Owner
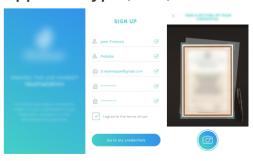**CVTrust - SmartCertificate - 2017 to 2025**

- *VueJs 2, Vuex, Typescript, HTML, CSS, Javascript, Astro, Stylus, Photoshop, Figma, Illustrator*
- SmartCertificate is a secure digital certification platform used to send verifiable documents. I was hired to lead the complete revamp of the platform's front-end and back-end structure with the dual goals of modernizing the UI/UX and expanding its appeal to a broader audience.
- **Rebuilt the entire front-end application** using VueJs 2 and TypeScript, with a strong focus on modularity, maintainability, and a smoother user experience.
- **Led the transition away from a monolithic C# system**, proposing a modular architecture and helping split the platform into smaller, more manageable components, while staying flexible to legacy constraints and strict security/privacy standards.
- **Led back-end API development**, working closely with our back-end developer to ensure smooth communication between front and back, and a clean separation of concerns.
- **Took on a dual role as Product Owner**, actively engaging with stakeholders to align technical implementation with business goals, client needs, and budget realities.
- **Added a complete onboarding flow** to help new users get up to speed quickly, including tutorials and in-app guidance to start creating and sending certified documents in minutes.

📁 PORTFOLIOS

Smart Certificate

App Prototype (NDA)

- **Designed and implemented a dynamic template editor**, allowing users to create their own documents directly within the app by dragging and dropping images and text, and using custom variables to make the content fully dynamic. This dramatically reduced manual setup time and improved user satisfaction.
- **Built data import features** allowing users to upload Excel or CSV files and map their data to custom variables in templates, making the entire document creation process faster and more automated.
- **Became the central point of contact for the product and dev team**: support staff came to me for help with client issues, the back-end developer relied on me for direction, bug solving and front-end integration, and the CEO looked to me for updates and input on product direction. I was the go-to person for anything involving how the product worked and how we should move forward.
- Delivered two complete, production-ready platform versions that significantly reduced maintenance overhead while improving usability and system stability.
- Gained deep insight into product ownership, balancing technical vision with business pragmatism.
- Strengthened my ability to work within tight constraints while still pushing for high-quality results.
- Developed stronger communication and project management skills through regular collaboration with stakeholders and developers across disciplines.

Interactive Drawing Tool for Presentation Software
Ludus One - 2017

- *React, Haxe, JavaScript, HTML5 Canvas, CSS, Custom Brush Engine*
- Contributed a creative, high-performance drawing module to a larger web-based presentation tool. The feature allowed users to sketch directly within the app and embed their creations into slides, bringing a Photoshop-like experience to the browser.
- I designed and implemented a flexible brush engine offering both standard and experimental tools.
- **Smooth curve drawing with easing**, to handle fast mouse movements and prevent jagged lines when fewer points were registered.
- **Custom brushes** that mimic Photoshop-style strokes, as well as creative ones not typically found in commercial tools, including brushes that dynamically connect nearby points for a "sketchy" effect, and others driven by noise functions, fluctuating gradients, or procedural patterns.
- A focus on **responsiveness and polish**, ensuring the tool felt professional and inspiring to use.
- This component was seamlessly integrated into the broader presentation platform, expanding the creative possibilities for users and fitting naturally into the existing React-based architecture.
- https://ludus.one/

Web Developer & UI Animator (Framer)
1MD - 2016 to 2017

- *HTML, Javascript, CSS, CoffeeScript, TypeScript, Haxe, Framer*
- After over a decade of working with Flash, ActionScript 3, and Stage3D, and pushing them to their limits, I finally made the shift to modern web technologies. This role was my deep dive into the world of HTML, CSS, and JavaScript, with a strong focus on creative, animated interfaces.
- **Longines – "H" Website**: Developed a fully responsive, mobile-first website for Longines using Haxe-based tools for a very flexible and animated grid layout and smooth, performance-friendly animations layered on top of CSS.

We Are Tennis Fans

Smart Certificate: Template Editor

Agilytic

Ludus one

H (Longines)

Banking App Prototype

- **Agilytic**: Built a mobile-friendly company site with a focus on lightweight animations and visual clarity, again leveraging Haxe to handle both structure and motion.
- **Banking App (Luxembourg)**: Worked on the animation and transitions of a mobile banking app interface using Framer, focusing on clean motion design and a polished user experience.
- **Various smaller projects**: Contributed to multiple other responsive sites and interactive prototypes.

AI & LLM Developer (Self-Initiated Projects)
Myself - Since 2023

- *LlamaIndex, Node, Deno, VueJs 3, Stylus, HTML, CSS, Typescript, ChatGPT*
- I started experimenting with ChatGPT and Midjourney about a year ago, mostly out of curiosity, and quickly got hooked by the creative and technical possibilities these AI tools were unlocking. While both evolved rapidly, I also noticed the limitations and started diving deeper into how Large Language Models (LLMs) actually work.
- **Explored multiple LLMs**, including ChatGPT and open-source models like Llama 2, to compare their strengths, weaknesses, and potential use cases.
- **Built small tools and assistants** to help automate or speed up repetitive task.
- **Developed a prototype HR/recruitment assistant**, allowing HR professionals to upload a CV, ask questions about the candidate, and compare the information to a predefined list of job requirements. This helped streamline candidate evaluation using natural language queries.
- **Learned and applied LlamaIndex**, a data framework for building LLM-powered apps. Built a document parser that uses segmentation and embeddings to quickly summarize and search through documents.
- Used **Deno for the backend** and **VueJs 3 for the frontend** to build lightweight, responsive full-stack tools.
- I'm currently working on several personal projects to keep learning, including tools for content generation, summarization, and LLM-powered applications with user-friendly interfaces. My focus is on making AI more accessible and useful in real-world workflows, like hiring or research.
- Played and still playing around with generative tools like **DALL·E** and **Midjourney** (monthly subscription), mostly for visual inspiration and prototyping ideas faster.

Blockchain & Smart Contract Developer (Self-Initiated Projects)
Myself - Since 2017

- *Solidity, HardHat, Truffle, Binance Smart Chain and any other solidity compatible blockchain, Node, Deno, Typescript, Web3.js, Ethers.js, VueJs 3, Pinia, HTML, CSS, Stylus*
- I started developing smart contracts in Solidity out of curiosity and personal interest. Most of my early work was done on Binance Smart Chain, mainly because of its low transaction fees at the time compared to Ethereum. I had several ideas I wanted to try, some inspired by my work at SmartCertificate, where we were already exploring document hashing on the blockchain.
- **Built and tested multiple smart contract concepts** using Solidity, deploying to BSC and other EVM-compatible chains to test performance, cost, and design patterns.
- **Used HardHat and Truffle** for development and testing, testing how contracts are compiled, deployed, and interacted with.
- **Explored advanced Solidity patterns**, like the Diamond Proxy pattern, to enable contract upgradeability, a challenge due to the blockchain's immutable nature.

Smart Certificate: import your own data

Good Mornig website

Ernest et Célestine Promotional App

Total: promotional Game App

Mask Of War concept arts

(made by Quentin Ghion)

- **Connected smart contracts to front-end interfaces** using Web3.js, Ethers.js, and VueJs 3 to prototype full-stack decentralized applications.
- I realized that while the tech was powerful, the user experience and infrastructure at the time weren't yet ready for mainstream use; especially for non-technical users.
- Still, this work helped me develop an understanding of blockchain mechanics, from gas optimization to security considerations and deployment tooling.

Freelance Mobile App Developer – We Are Tennis Fans

Reed.be - June 2014 to September 2014 - Freelancer - Bruxelles - Belgium

- *Flash, ActionScript 3, Stage3D, ANEs, WorldGameMaker*
- **We Are Tennis Fans** was a promotional mobile game developed for **BNP Paribas** as part of their sponsorship of **Roland Garros**. Built as a cross-platform game for both **iOS and Android**.
- Developed the full game using **Flash + ActionScript 3**, with **Stage3D** for GPU-accelerated graphics and **ANEs** to integrate native mobile features.
- Leveraged my custom **WorldGameMaker** editor to streamline content creation and deployment.

Game Developer – Riftworld Heroes

Reed.be - 2017

- *Unity, C#*
- I was brought in to take over a **turn-based strategy game** project already in progress, with the main goal of setting up a solid technical foundation that other developers and artists could build on. The idea was to create a flexible and scalable system, something that would let designers and non-programmers work inside Unity with minimal coding, but still give them lots of control.
- **Built a modular entity system**, where everything in the game; from players to creatures, items, spells, and cards, was treated as a configurable entity. This made the game highly extensible and editable directly in the Unity editor, following a consistent structure and rule set.
- **Designed the game logic with AI and networking in mind**, inspired by how Hearthstone handles simulation. The system supported fast simulations of possible outcomes within a given context, helping the AI choose the best move — and was also well-suited for later multiplayer integration.
- **Focused on developer and designer usability**, making sure the systems I built could be easily understood and extended by the rest of the team.
- **Early prototypes and previews:** https://www.youtube.com/watch?v=NzBxedsrsCA&ab_channel=ThomasJohn

Unity Game Developer – Endless Runner + Endless Jumper

Reed.be - July 2015 to 2015 - Freelancer - Brussels - Belgium

- *Unity3D, C#*
- Developed two arcade-style games, an **Endless Runner** and an **Endless Jumper** (that ended up not so endless), using **Unity3D and C#**, as part of a larger interactive application also built in Unity.
- Designed and coded the core gameplay mechanics for both games, focusing on smooth performance, responsive controls, and fun, replayable loops.
- Integrated both games into a **larger Unity-based application**, ensuring seamless transitions and consistent user experience while taking into account memory usage (RAM and VRAM)

Memory Wizard: challenges

Space Cropper 2 game play

Youtube trailer below

Website

https://www.youtube.com/watch?v=PxiPpPC2lBg

SoundQuest : facebook game

Website

https://www.youtube.com/watch?v=H2ApW_YZZo8&ab_channel=ThaTrickaz

Payback Time - development - very early version of WorldGameMaker in action

Screenshot of WorldGameMaker being used to develop PaybackTime

- Balanced quick iteration with code structure, keeping the games modular and easy to tweak or expand.
- This project was a good opportunity to focus on rapid prototyping within Unity while working within the constraints of a broader app environment.
- **Early prototypes and previews:** https://www.youtube.com/watch?v=NzBxedsrsCA&ab_channel=ThomasJohn

Lead Unity Developer & Co-Creator – Mask of War (Prototype)

aucune - August 2013 to November 2013 - Freelancer - Bruxelles - Belgium

- *C#, Unity3D, Photon, Multiplayer, Game Design*
- **Mask of War** was a **multiplayer, cross-platform turn-based strategy game prototype**, set in a steampunk-inspired universe. The project was initiated with a co-founder, with the goal of building a playable prototype that could attract funding.
- Took the role of **lead developer and co-founder**, overseeing the **entire development stack**: game mechanics, networking, scene setup, and system architecture.
- Developed both the **client-side** gameplay logic and the **server-side multiplayer architecture** using **Photon**.
- Integrated all **artwork, models, animations, sound effects, etc.**
- Designed and tested **experimental gameplay systems**, including **simultaneous turn execution** and early **AI support** for solo play.
- Led a small interdisciplinary team (artists, animators, 3D modelers), handled feature planning, narrative direction, and overall game vision.
- Although the project ended early due to difficulties securing funding despite active efforts, it provided valuable experience in **prototyping, team leadership**, and **networked game architecture**.

Creator & Lead Developer – ND2Dx

Myself - 2011 to 2016

- *ActionScript 3, Stage3D, Flash, GPU Shaders*
- ND2Dx is a highly optimized 2D GPU-accelerated game engine I built using Flash's Stage3D API. Designed for speed and flexibility, it significantly outperformed alternatives like Starling at the time, and powered the WorldGameMaker editor.
- **Custom 2D rendering engine** leveraging Stage3D and shaders to push GPU performance to its limits, achieving blazing-fast rendering speeds.
- **Advanced display list system**: Implemented a double-linked list hierarchy to allow for ultra-fast traversal and manipulation of 2D elements (sprites, containers, custom meshes, animated sprites, particles, etc.).
- **Rich visual capabilities**: Support for tinting, blend modes, pivot points, color transforms, scaling, and full sprite animation.
- **Efficient batching system**: Rendered thousands of objects per frame using GPU-optimized shader logic and minimal draw calls.
- **2.5D rendering**, scenes, and camera system to allow more visual complexity while staying within a 2D framework.
- **Component and material systems**: Fully integrated, lightweight, and flexible, allowing for modular object behaviors with near-zero performance cost.
- **Full animation framework** with powerful timeline control, high speed, and ease of use.
- **Input and event handling**: Custom mouse interaction system with a fast, signal-based event dispatcher.
- **Bitmap font support and rich text rendering** optimized for GPU.

Flash Meta Games: metascore portal

ND2Dx on github

WorldGameMaker: SoundQuest

Ernest et Célestine Promotional App

Le Monde Déjanté de Sony Ericsson : facebook game

- Exploited specific quirks of the ActionScript 3 virtual machine to squeeze out maximum performance.
- Focused heavily on performance profiling, memory management, and GPU pipeline efficiency.
- This project was a deep dive into low-level rendering, real-time graphics, and game engine architecture — and gave me a solid foundation for everything I've done in real-time rendering and performance optimization since.

Github link:
https://github.com/NoRabbit/ND2Dx

Creator & Lead Developer – WorldGameMaker
myself - 2011 to 2016 - Brussels - Belgium

- *ActionScript 3, Stage3D, ND2Dx, Nape Physics, Adobe AIR*
- WorldGameMaker is a custom-built game development IDE I originally created for our team at **Reed.be** while working on SoundQuest, a mobile game for Sony Ericsson. Flash's default editor quickly proved too limited, especially with our desire to push visuals using Stage3D and GPU acceleration, so I started building my own.

  What started as a basic level editor evolved into a full-blown development environment, tightly integrated with my custom 2D engine **ND2Dx** and packed with features tailored for game creation.
- **Built on top of ND2Dx**: Fully leveraged my own GPU-accelerated engine for high-performance rendering and animation.
- **Full-featured IDE**: Designed and developed an intuitive interface for creating, editing, testing, and exporting games and apps — all within a single environment.
- **Live Debugging & Testing**: Run and debug games directly inside the editor with real-time updates and interaction.
- **Component System**: Reusable and extensible components to streamline gameplay logic and object behavior.
- **Physics Integration**: Initially built a basic physics system, then integrated the open-source Nape physics engine for more complex simulations.
- **Dynamic Scripting**: Enabled dynamic loading of ActionScript code and real-time editing through a customizable property editor.
- **Cross-platform Publishing**: Used Adobe AIR to export games and apps to both mobile and desktop platforms.
- **UI System**: Developed a near-complete user interface toolkit within the editor for building menus, HUDs, and in-game controls.
- **Used extensively**: Most of my games and apps during that time were built using WorldGameMaker.
- It was built out of necessity but grew into a robust, production-ready tool that empowered both solo and team-based development.
- It constantly evolved with my projects, making it both a creative playground and a technical deep-dive into engine/tool design.

Game Creator – Memory Wizard
myself - October 2015 to 2016 - Brussels - Belgium

- *ActionScript 3, Stage3D, ND2Dx, WorldGameMaker, Photoshop*
- **Memory Wizard** is a playful and dynamic memory game designed for children, combining traditional memory mechanics with fun physics interactions. Built entirely with mobile performance in mind, it was a solo project where I handled everything from game design to art and engine-level optimization.
- **Built the game from scratch** using **ActionScript 3** and my own **ND2Dx** engine, leveraging Stage3D for GPU-accelerated rendering.
- **Used WorldGameMaker**, my in-house IDE, to speed up development and level design.

Jacques Dutronc: flash website

- Designed and created **all visual assets**, including UI elements, characters, and animations.
- Integrated a light **physics layer** to add engaging, real-time interactions for kids.
- **Optimized for mobile devices** (performance, resolution, and input responsiveness).
- This project was a fun intersection of creativity and technical problem-solving, and it gave me a chance to build a full experience, from engine to interface, entirely on my own tools.

Game Creator – Space Cropper 2
myself - January 2015 to March 2015 - Brussels - Belgium

- *ActionScript 3, Adobe Flash, Sound Design, Game Design*
- **Space Cropper 2** is the sequel to my original action-arcade game Space Cropper, developed entirely in **pure Flash and ActionScript 3**. The game combines fast-paced gameplay, stylized visuals, and custom audio to deliver a polished arcade experience.
- **Sole developer**: Handled everything from core mechanics to final polish — including animation, UI, sound design, and implementation.
- Built entirely with native **Flash display list** and **ActionScript 3**, without relying on external engines or frameworks.
- Designed dynamic gameplay and visual feedback systems to keep players engaged.
- Created the entire **soundtrack and sound effects**, giving the game a distinct audio identity.
- Visual assets were adapted from **Lostgarden.com** under an open art license.
- Received a rating of **8/10 ("Great") on FGL.com**, a leading platform for publishing and monetizing Flash games.
- Trailer: https://www.youtube.com/watch?v=PxiPpPC2lBg

Game Developer – SoundQuest (Facebook Game for Sony Ericsson)
Reed.be - October 2011 to March 2012 - Freelancer - Bruxelles - Belgium

- *Flash, ActionScript 3, Stage3D, Custom Engine (ND2Dx), WorldGameMaker*
- **SoundQuest** was a **2D social video game developed for Facebook** as a promotional campaign for **Sony Ericsson**. This project marked the beginning of both my **ND2Dx 2D GPU-accelerated engine** and the creation of the **WorldGameMaker** editor.
- Built the entire game engine using **Flash + Stage3D**, including **physics, effects, level editing, collisions**, and **rendering pipeline**, laying the foundation for future tools and projects.
- Developed highly responsive controls for the player's dragon character, going through many iterations to get the **feel and gameplay experience just right**.
- Created and used the **WorldGameMaker IDE** for building levels and managing assets, kickstarting a full-fledged development tool that evolved well beyond this project.
- The game was one of the **first large-scale promotional games** to use Stage3D and pushed the tech further than most Flash projects at the time.
- Successfully delivered a smooth, visually rich, and engaging game that was a **major success for Sony Ericsson's campaign**.
- This project was pivotal in my career, not just as a game, but as the start of a broader technical ecosystem that would power many of my later works.

PHP Developer – Flash Meta Games
Myself - 2013 to 2014

- **Flash Meta Games** was a web portal designed to **aggregate and showcase Flash games**, complete with **metascores**, user feedback, and game details collected from across the internet.
- Built a **custom Flash game portal** using **PHP and MySQL**, on top of a heavily modified **WordPress** backend with a fully original theme.
- Developed a custom **web crawler and data collector** to scan the internet for Flash games and gather associated metadata, including **scores, comments, tags**, and other useful stats.
- Implemented a clean, user-friendly interface where visitors could discover, rate, and play Flash games directly on the site.
- Focused on performance, metadata accuracy, and content organization to stand out from other generic game portals.
- This project was part experimentation, part archival effort, a way to explore automation and game discovery.

Total: game contest for IOS (mobile)
Reed.be - July 2014 - Freelancer - bruxelles - Belgium

- Development of the game for IPad 3
- Flash ActionScript 3

Space Cropper : video game
Myself - January 2014 to April 2014 - Bruxelles - Belgium

- Development of a video game in the style of Qix, Xonix and Volfied with new game mechanics and graphics.
- Noted 8/10 on FGL.com (1st monetization website for web games)
- Very good comments on Newgrounds.com, one of the biggest game portals on the web (https://www.newgrounds.com/portal/view/644942)
- Flash ActionScript 3
- Animations, special effects, sound design.
- Art based on lostgarden.com

BNP Paribas Fortis - Payback Time: promotional flash website
Reed.be - 2013

- Development of the interactive video using Flash Stage3D and ActionScript3.
- The core idea is the same as for the Prototype. Overlay personalized user images on top of a trailer.
  This one was a bit trickier though as I needed to use complex masking techniques that needed to run at 30 fps in high quality mode.
- Using WorldGameMaker editor.

Orange - Roland Garros: promotional web game
Uzful - March 2013 to May 2013 - Freelancer - Paris - France

- Development of the Flash game on Facebook and interactive terminal present at Roland Garros
- Flash ActionScript 3
- Whole game including animations, transitions, content and special effects
- Using NodeJs on the backend for game scoring and other verifications

Ernest & Celestine (the movie): promotional mobile application for IOS and Android

Reed.be - December 2012 to January 2013 - Freelancer - Bruxelles - Belgium

- Development of a crossplatform application for Android and IOS
- Developed in Flash ActionScript3 + Stage3D
- Using WorldGameMaker editor

Le Monde Déjanté De Sony Ericsson: social video game on facebook

Uzful - January 2011 to June 2011 - Freelancer - Paris - France

- Development of a flash video game (2d engine, logic/mechanics, etc...)
- Developed in Flash ActionScript3

The Prototype: promotional website with first ever interactive ad using Facebook for an Activision game

1MD - January 2009 to March 2009 - Freelancer - Bruxelles - Belgium

- Development of the promotional website for a blockbuster video game called Prototype, by Activision.
- The idea was to allow people to connect to the website using their facebook account. The facebook connect feature had just made its appearance. We then integrated people's data (information & pictures) right into the video game trailer. This was probably the first time ever such a thing was being done.
  The website got international attention. Big brands such as Microsoft US contacted us.
- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

Jacques Dutronc: flash web site

1MD - December 2009 to January 2010 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

Fanta: Less Serious

Reed.be - April 2010 to June 2010 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

Blue Your Friends: promotional flash website for VW + interactive ad

1MD - February 2010 to April 2010 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

FearTracker: promotional flash website for VW

1MD - April 2009 to May 2009 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

FreeYourWorld: promotional flash website for KIA

1MD - November 2008 to January 2009 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

Samsung 3D TV: promotional flash website

Reed.be - May 2010 to June 2010 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

Love Condom: provocative promotional flash website for a condom brand

1MD - February 2009 - Freelancer - Bruxelles - Belgium

- Flash ActionScript 3
- Whole website including animations, transitions, content and special effects

Professional Flash Developer for Emakina

Emakina - June 2008 to November 2008 - Full-time - Bruxelles - Belgium

Flash developer (ActionScrip3, FlexSDK, ...)

Matrix Fall 3D: matrix screensaver in 3D

personnel - February 2004 to March 2004 - Bruxelles - Belgium

- Development of a matrix screensaver in 3D
- OpenSource project developed in VisualBasic 6 at the time. It received many awards, notably on Planet Source Code.com.

Other professional experiences

multiples - June 2004 to December 2005 - Freelancer - Bruxelles - Belgium

- Various projects for Digi-Work.be
- Development of the dynamic side of the Bruylant Group website
- Realization of the entire Benoît Cerexhe (minister in Bruxelles) personal website
- 3D video for CIRB (irisnet)

📋 SKILLS

Platforms

- Web (Flash AS3, Stage3D / Unity3D C# / HTML & JS / Vue / React))

- IOS (Adobe Air / Unity3D C# / Electron)
- Android (Adobe Air / Unity3D C# / Electron)
- Desktop (Adobe Air, Stage3D / Unity3D C#, Electron, Node, Deno, Haxe)

Development & Art/Visual skills

- Typescript ★★★★☆
- Vue 2 & 3 ★★★★☆
- HTML / Javascript / CSS / XML ★★★★☆
- React ★★★☆☆
- C# ★★★★☆
- Haxe ★★★★☆
- NodeJs ★★★★☆
- Deno ★★★★☆
- ChatGPT
- Llama Index
- OpenAI API
- PHP / MySQL ★★★☆☆
- Midjourney ★★★★☆
- JQuery ★★★★☆
- Flash ActionScript 3 / Flex SDK ★★★★☆
- Acid ★★★★☆
- SoundForge ★★★★☆
- After Effects ★★★☆☆
- C++ ★★☆☆☆
- Photoshop ★★★★☆
- Git ★★★★☆

Languages

- French: native
- English: fluent

✈ INTERESTS

Cinema

I have always been fascinated by movies ever since I saw Star Wars. I saw the making of it on video when I was probably 9 years old.
Since then, I keep reading about it, I watch behind the scenes, send emails to directors whose films moved me (they answer sometimes :)) and write down ideas.

Travel

In 2005, I left with my backpack for two years and a half. I worked in farms and travelled for a year in Australia and then took a plane to Singapore, not really knowing where I was going. I didn't have a plan, nor a place to stay.
From there, and during a year and a half, I made my way through Malaysia, Thailand, Cambodia, Vietnam, Laos, Myanmar (Burma), China, Thibet, Nepal and India.
Since then, I try to leave once or twice a year for just a couple of weeks.
I like meeting new people, hearing their stories, telling them mines.
Meeting people that generally travel alone is a very peculiar experience that nourishes me deeply.

Music

I play piano since I'm little. Mostly self-educated, I like to play personal things. I compose from time to time, whether directly on my piano or via my computer. I was part of a small band several years ago. We went on radio.
I also play guitar, a bit.

Sports

I need exercise even if I don't do as much as I want. I do yoga almost every day, alone and with a teacher. In my youth, I played basketball and football. I also did kung-fu for 6 years. I plan to rehabilitate them in the near future, step by step.

The arts

I draw what crosses my mind: game ideas, characters, project, all sorts of concepts but mainly oriented towards games and apps.
I never really pushed that part of me as I did with programming or even maybe music but I think that this side of me brings a lot to everything I undertake.

🎓 EDUCATION

Ecriture Multimédia
ISFSC
September 2001 to June 2004

Development, design, project management, traineeships, ...
Left with Distinction and Great Distinction for the "end of studies" work.