

Gilles Coremans

Education

2011–2017 **Sciences-math**, *Sint-Jozefscollege Aarschot*.

2017–current **Bachelor of Science in Informatics**, *KU Leuven*, 3rd year.

Experience

2014–2016 **Developer**, *TGstation*.

Member of the development team of an open source video game.

2017–current **Member of ULYSSIS**.

Member of a student organisation committed to bringing informatics and free and open source software closer to the students of Leuven through events, affordable hosting, workshops and support.

- Writing and conducting a workshop on Git at a beginner level.
- Writing a simple and easy to deploy mailing list application in PHP.
- Member of the network team for the [24 urenloop 2019](#) running competition.
- Responsible for the organization of the [ULYSSIS CTF 2020](#) cybersecurity competition.

Summer 2018 **Software developer**, *Emweb Bvba*.

Work on elasticity of a genome typing application in Java using OpenStack.

Summer 2019 **Software developer**, *Versasense NV*.

Refactoring of node.js microservices responsible for communication with IoT devices into scalable and reliable Go microservices.

Skills

Familiar with usage and system administration of Linux systems

Experience using Git

Experienced in object-oriented programming

Familiarity with a wide variety of programming languages and paradigms

Programming languages

Go intermediate level

Java intermediate level

Python intermediate level

PHP intermediate level

Haskell basic knowledge

Racket basic knowledge

C# basic knowledge

C basic knowledge

Languages

Dutch native language

English fluent

French basic proficiency