Barend Blom

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SUMMARY

Problem-solver specializing in full-stack development, game design, and immersive technology solutions. Passionate about building impactful digital experiences through maintainable and reusable code and emerging tech innovations.

SKILLS

Programming in C#, Html, CSS, Java, Proficient in Object orientated programming, Project management, Learning and reading code, JavaScript, SQL, MySQL, C#, MongoDB, SQL Server, Python, Unity, Node.js, Express, VR/AR, Drone Programming, Machine Learning

WORK EXPERIENCE

Freelance Developer   **Jun 2024 - Present**

VR and Drone Technologies   **Apr 2025 - Present**

Democratic alliance   **Jan 2024 - Jul 2024**
Capturer
- Used SQL to manage and improve data capturing and displaying
- Managed Databases

PROJECTS

Completed 3 Game Jams   **Feb 2024 - Jul 2025**
- https://4shblue.itch.io/

EXTRACURRICULARS

Portfolio Website   **Jul 2025 - Jul 2025**
- https://barend-portfolio.onrender.com/

Participated in 3 hackathons

On Belgium Campus iTversity

Currently learning   **Jul 2025 - Jul 2025**
- Advanced Unity development
- Raspberry Pi integrations & IoT systems
- Machine learning algorithms

3 GameJams   **Jul 2025 - Jul 2025**

EDUCATION

Belgium Campus iTversity   **Jan 2023 - Present**

Hoërskool Eldoraigne   **Jan 2018 - Dec 2022**

CERTIFICATIONS

Certificate of Completion on Agentic Automation
Barend Blom has satisfactorily completed the Belgium Campus iTversity master class on Agentic Automatation

Certifivate of Completion on APPfabriek beginner course
Completed the beginner course of Skoleondersteuningsentrum