



Brent Berghmans

Senior Software Engineer



brent-rb



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Bio

I'm a senior software engineer with a Master's degree, dedicated to upholding code quality. Most of my experience has been in mobile development but I'm eager to diversify my skills across different areas of software engineering. Recognized for my technical skills, adaptability and collaborative nature, I'm ready to contribute to dynamic teams and innovative projects.

Experience

2019

e-motionlabs - Junior Software Engineer

Originally hired as a mobile developer for Android, I quickly expanded my role to encompass the full tech stack and participated in designing new features at e-motionlabs. During my tenure, I deepened my expertise in Android, Kotlin, C#, Azure Cloud, Node.js, and React Native. Additionally, I had the opportunity to integrate various Bluetooth functionalities enabling the app to interact with shared bikes, cars, and e-steps.

2020

BOND - Medior Software Engineer

Following BOND's acquisition of e-motionlabs, I transitioned to BOND to lead the development of their mobile application. During my tenure, I significantly enhanced the app's performance and code quality. Additionally, I played a pivotal role in conceptualizing and implementing our IoT cloud infrastructure on Azure Cloud, contributing to architectural designs and backend development. My experience at BOND allowed me to further hone my skills in Android, Kotlin, RxJava, Koin, Python, Node.js, TypeScript, C#, Azure Cloud, and Terraform.

2021

Master's Degree - Computer Science

After completing our IoT platform and app overhaul, I pursued a master's in computer science. My thesis, "Sonel-Mapping on GPU with RTX," enhanced audio simulations using RTX hardware. Sonel-mapping is a ray-tracing technique akin to photon-mapping but for "sound particles". The implementation was done using OptiX and with it I successfully completed my degree.

2022

Codehuis - Medior Software Engineer

Right after obtaining my degree, BOND colleagues invited me to freelance on a React-Native car-and-bike-sharing app for AMAG. This led me to establish Codehuis. Similar to my time at e-motionlabs/BOND, I focused on mobile app development and full-stack architecture design. I refined my skills in React-Native, TypeScript, and delved into native modules for Bluetooth interactions, gaining iOS and Swift experience.

2023

Mayten - Tech Lead

Transitioning from freelance to employee status, I remained dedicated to the AMAG project, where my performance led to a promotion from mobile developer to tech lead. In this capacity, I spearheaded solution design for client needs, conducted demos, managed sprints, and participated in high-level business meetings. Concurrently, I stayed up-to-date of developments in our backend, portal, and app.

Details

10/12/1995

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Languages

Dutch

English

French

Technologies

Kotlin

TypeScript

React-Native

HTML & CSS

Android

Node.js

Java

C#

C++

C

Unix

Git

SQL

Python

Azure

AWS

CUDA

Skills

Tech Lead, Problem Solving, Software Architecture, Eye for Design, Creative, Social, Communicative, Teamplayer, Photography, Fast Learner, Networking, Cybersecurity, Distributed Programming, IoT, Docker, OptiX

Hobbies

Gaming, Music, Photography