

CEDRIC JANSSENS

Taichung, TAIWAN | 0921-080-206 | candric.online@gmail.com

Summary

A Belgian Full-Stack Software Engineer with 3+ years of experience developing scalable web and mobile applications. Proficient in JavaScript, TypeScript, Node.js, and React, Angular, Vue, C#. Net framework, with ongoing mobile development in React Native, iOS, Android. Focused on optimizing performance and delivering secure, user-centric solutions, resulting in 40% higher user engagement and 30% faster system response times. Fluent in English, French, and Dutch.

Experience

Full-Stack Software Developer
Self-Employed

03/2021 to Current
U.S.A. / Taiwan

- Designed and implemented dynamic and responsive front-end interfaces using React, integrating them seamlessly with back-end services and databases to provide a seamless user experience. Resulted in a 40% increase in user engagement and higher retention rates.
- Developed and launched a cross-platform tutoring app using React Native, Expo, and Supabase, improving tutor-student matching efficiency by 50% and increasing the platform's user base by 30%.
- Collaborated closely with UX/UI designers to create reusable, modular web components, reducing development time by 20% and ensuring consistent UI across all web applications.
- Designed and implemented graphical interfaces and flows to match user requirements, ensuring that all front-end elements were intuitive, accessible, and aligned with the project vision.

Back-End Development Intern
Beobank (Belgian Bank)

06/2019 to 02/2021
Belgium

- Maintained and updated Beobank's website using a .NET environment with C#, optimizing system performance, API response times (reducing by 20%), and overall reliability.
- Assisted in implementing security measures to strengthen data protection and ensure compliance with industry standards while troubleshooting technical issues to improve system uptime and reduce customer complaints by 15%.
- Contributed to database management and optimization, streamlining queries to enhance system efficiency.
- Gained valuable teamwork experience, collaborating with colleagues on tasks such as bug fixing, performance optimization, and creating reusable components.

Game Development
Freelance

- Designed and developed a future-themed racing competition game for Oculus using C#, Blender, and Unity 3D, completing approximately 70% of the core game mechanics.
- Utilized the Unity Asset Store to integrate assets such as textures, ships, and sound effects, contributing to about 60% of the visual and audio components.
- Aiming to release the game to the market, with about 50% of the innovative features implemented to enhance user experience.

Skills

- Front-End:** JavaScript, TypeScript, React, Angular, Vue.js, HTML, CSS
 - Back-End:** C#, Net Framework, Node.js, Express.js, RESTful APIs
 - Mobile Development:** React Native, iOS, Android
- Database:** MongoDB, PostgreSQL, MySQL
 - Other Tools:** Git, Docker, GraphQL, Supabase, CI/CD

Education

Computer Programming
KUL Odisee Campus Brussels

Belgium (B.A. Graduated in 2019)

- Languages: C, C++, C#, Python, Java, JavaScript, HTML, CSS
- Software Engineering, Data Structures, Algorithms, Web Development

Certifications

- Comp TIA Security+
- Cisco CCNA Security