

# SANDER BACKX

## Curriculum Vitae



### INFO

° January 9th 1998  
sander.backx123@gmail.com  
<https://sanderbackx.me>

### LANGUAGES

Dutch  
English

### SKILLS

VueJS	<div style="width: 80%;"></div>
Javascript, ES6	<div style="width: 75%;"></div>
TypeScript	<div style="width: 70%;"></div>
HTML, CSS, SCSS	<div style="width: 65%;"></div>
Python	<div style="width: 60%;"></div>
ReactJS	<div style="width: 55%;"></div>

Notions of C++, C#, Java,  
PHP en Flutter

### Guest lecturer - Thomas More

Sep 2021 - current Geel, Lier  
Teaching datamodelling, data analytics and agile at Thomas More. Part time.

### Webdeveloper - Multimedium

Sep 2021 - current Hoogstraten  
Creating websites and applications with PHP, HTML, CSS and Vue.js.

### Internship, Arinti

Mar 2021 - May 2021 Remote  
During this internship I wrote a program that uses computer vision and a game algorithm to solve the game of Rummikub.

### Software Developer (student), Ernst@Work

Oct 2019 - Dec 2020 Remote  
I was tasked to develop different applications and websites. This included researching different IT topics and finding suitable solutions.

### Service Desk Assistant (student), Suez

Aug 2018 - Jul 2019 Beerse  
My task included handling incoming calls and emails, handling tickets, working with the ServiceNow platform and going on-site to resolve issues.

### IT Logistics (student), Suez

Jul 2015 - Jul 2018 Beerse  
I helped with installing, fixing and preparing laptops, desktops, tables and mobile devices. My task also included going on-site to handle tickets and preparing workspaces.

### EDUCATION

#### Professional Bachelor Applied Computer Science

Sep 2018 - July 2021 Thomas More, Geel

#### Professional Bachelor Game Development

Sep 2017 - Jun 2018 Howest, Kortrijk