

Dries Vanspauwen

☎ +32 468 11 78 76 | ✉ dries.vanspauwen@gmail.com | 📍 Genk, Belgium | 🌐 driesvanspauwen

EDUCATION

KU Leuven

B.Sc. in Engineering Science; **Cum laude**

M.Sc. in Computer Science - Secure Software;

Leuven, Belgium

Sep 2020 – Jul 2023

Sep 2023 – (Exp. Jul 2025)

Relevant coursework: Databases, Object Oriented Programming, Software Architecture, Design of Software Systems, Design of Algorithms, Declarative Languages, Comparative Programming Languages, Distributed Systems

Master Thesis: Reverse Engineering of Microarchitectural Weird Machines - focusing on transient execution vulnerabilities and cache timing attacks

Instituto Superior Técnico Lisboa

Erasmus+ Exchange;

Lisbon, Portugal

Sep 2023 – Feb 2024

EXPERIENCE

IT Volunteer | Vlaamse Technische Kring (VTK) | Leuven, Belgium

Jul 2022 – Jul 2024

- Official student organization of the Faculty of Engineering Science at KU Leuven (\pm 2400 members)
- Automated internal operations by improving IT infrastructure (github.com/LitusProject/Litus) using PHP, Twig and Doctrine
- Configured and deployed web applications (WordPress, Next.js, PHP) on self-hosted servers using Apache

Backend Development Intern | Green Island | Grimbergen, Belgium

Jul 2023 – Aug 2023

- Designed promotional jackpot feature for iGaming platform from scratch, improving player engagement
- Developed mathematical models based on data analysis of existing jackpot systems using Python
- Implemented backend solutions in C#, utilising batch processing and caching mechanisms
- Gained hands-on experience with distributed systems, including event sourcing and message queues
- Developed REST API endpoints using ASP.NET, OpenAPI schemas and NHibernate ORM

Software Development Intern | Keysight Technologies | Rotselaar, Belgium

Jul 2022 – Aug 2022

- Designed plugins with Qt and Python, increasing engineering productivity by 7.5% through automation of common tasks

PROJECTS

Burgieclan (WIP) | github.com/VTKLeuven/burgieclan

- Group of students creating a file & information sharing platform for engineering students
- As Frontend Lead, responsible for sprint meetings, creating and assigning Jira tickets and coordinating efforts
- Set up NextJS architecture (error handling flow, API service layer, caching mechanisms) and automated deployment via Github Actions
- Designed UI components using Typescript and Tailwind CSS
- Implemented OAuth 2.0 flow from scratch using custom authorization server and JWTs
- Contributed to Symfony backend, created API endpoints using API Platform

Static NextJS Website | github.com/driesvanspauwen/nuffalo-jill | <https://nuffalojill.vtk.be/>

- Team leader of 6 people creating static NextJS website for student organization

VR Driving School | github.com/MetaverseRaccoons

- University project of 9 students creating virtual reality driving school simulation at Raccoons, Leuven
- Implemented VR UI in Unity and synchronised with backend server via Unity Scripting API in C#

SKILLS

Programming: C#, PHP, Typescript, Python, HTML/CSS/Tailwind CSS

Frameworks & Libraries: Symfony, Next.js, React.js, ASP.NET, Django, NHibernate, Doctrine

Tools: Git, Jira, Docker, Ubuntu Server, Apache, L^AT_EX, Visual Paradigm

Speaking Languages: Dutch (*Mother tongue*), English (*C2*)