# **Emiel Delaey**

Software Engineer

O Brugge, Belgium

**6** +32 477 58 52 64

@ emiel.delaey@live.be

#### Skills

## Javascript, Typescript

Node, Deno

### C#, .NET

ASP.NET, Unity

#### Java

Spring boot, Spigot

#### **Relational Databases**

MSSQL, MySQL, PostgreSQL

## PHP, Laravel

#### Front end

React, React Native, Vue, Wordpress, Tailwind, CSS

## Languages

#### Dutch

Mother tongue 

## English

C1 / Basic professional skill



#### French

A2 / Basic user



## Core competencies

- Eager to learn
- Communicative
- Detail-oriented
- Persistent

#### **Profiles**

in emield





## Summary

A recent Software Engineering graduate from Howest Brugge with a broad interest in various IT fields. I have primarily developed my skills in creating web applications and am eager to expand my expertise into new areas as needed.

#### Education

**Howest Brugge** 

September 2022 - Juli 2025

**Applied Computer Science** 

Bachelor

Sint-Jozefsinstituut Brugge

2020-2022

Networking & IT

High school

## Experience

## Citymesh

Software Engineer Intern

Feb 2025 - May 2025

Oostkamp, Belgium

- Built a 5G use-case report generator with data visualizations
- Translated business needs into technical solutions with the product owner
- Led agile sprints as self-managed Scrum practitioner
- Built multi-service tool using Node.js, Kafka, and Vue.js

Citymesh

Technical Support

Oostkamp, Belgium

- Provided on-site and remote technical assistance
- Configuring WiFi hardware for customers

### La Belgique Gourmande

Customer service

August 2023 Brugge, Belgium

July 2024

- Selling local specialty goods
- Ensuring quality customer service
- Performance-based work
- Communicating

Knoware Juli 2022

Website Developer (Wordpress)

Brugge, Belgium

- Creating a modern, user-friendly website
- Use of Jira in a business context

City Oostkamp

Software engineer - Internship

Oostkamp, Belgium

**April 2022** 

- Creating a web application with ASP.NET
- Streamlining and automating data collection for educational institutions