

Matisse Callewaert

Computer Science Engineer



About me

Hi! My name is Matisse Callewaert. I am a computer science engineer who graduated from the University of Ghent. I am an ambitious and sporty young professional passionate about solving the world's problems through technology. I thrive on tackling complex challenges and crafting innovative solutions using the latest technologies available on the market.

personal

Matisse Callewaert
nationality: Belgian
26/06/2002

Areas of specialization

Rust • Software design
• Project management
• High level architecture
• Network security

Interests

Passionate about tackling complex problems by designing efficient and robust solutions. I enjoy breaking challenges into logical components and leveraging proven design patterns to develop reliable and maintainable software.

Interests

Micro services • Project Management • Software design • Distributed systems • Low level coding



Matisse Callewaert



matissecallewaert

CURRICULUM

aug. 2020, 2021, 2022

Lifeguard at sea

SUMMER JOB • IKWV

Worked as part of a team to ensure the safety of swimmers in the Belgian sea. Responsibilities included coordinating team members in setting up the post, ensuring vigilance, assisting injured individuals, reuniting lost children with their parents, and rescuing people from the sea using boats or by swimming.



aug. 2023–sep. 2023

Full stack software engineer

INTERNSHIP • We are

Worked on various projects where I developed skills in writing professional, clean, and maintainable code. Gained experience in interacting with REST APIs and GraphQL. Proficient in building web applications using React and creating robust backend systems with Fastify, PostgreSQL, and Docker.



2023–2024

Full stack software engineer

FULL STACK DEVELOPER • Alternatief BV

Gained experience in maintaining an existing ERP system, which included developing integrations with other ERP platforms, implementing new features, and resolving bugs. Acquired valuable skills in maintaining, troubleshooting, and fixing issues while integrating new features into a growing software platform.



DEGREES

2020–2024

Engineering in Information Technology

MASTER - CUM LAUDE • University of Ghent



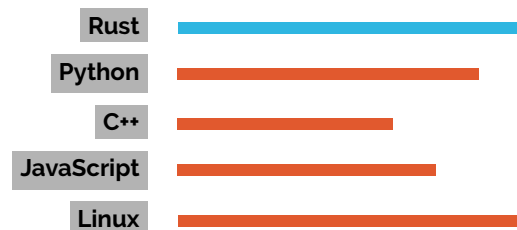
2024–Present

Master of science in computer science engineering

MASTER • University of Ghent



PROGRAMMING



PUBLICATIONS

Master thesis *Real-Time Adaptive Feature Extraction for ML-Based Network Intrusion Detection*

LANGUAGES

Language	Proficiency Level
Dutch	Mother tongue
English	High
French	Low

PROJECTS (ALL PROJECTS CAN BE FOUND ON MY GITHUB)

RustiFlow	A CLI tool made for feature extraction out of real-time network traffic. This tool is written in Rust and uses eBPF technology.
AI Tetris	A genetic algorithm learning how to play Tetris.
BashBuddy	A CLI tool that manages your commands in categories.
Faction Game	A web based distributed game where factions play against each other. The logic of a faction is provided by a programmer that implements a certain microservice.
NulVision	A web-based tool designed to streamline the retraining of TensorFlow models. It offers version control for models, simplifies the process of annotating datasets, and provides an intuitive interface for using these models effectively.