

# Tomas Galle

Creating software and digital art since 2002

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Hof Resselaar 41  
9820 Merelbeke  
+ 32 479 81 96 29  
[tomasgalle2002@gmail.com](mailto:tomasgalle2002@gmail.com)  
[LinkedIn](#)

## EXPERIENCE

[Plugin for Minecraft servers](#) (2015)

Java

Group project UGent: Genetic Tetris AI (2022)

HTML, CSS, Javascript, Genetic algorithms

Group project UGent: Object Detection for JDN (2023)

React.js, Flask, TensorFlow

Internship [we are](#): full-stack development (2023)

React.js, Fastify.js, AWS, Docker

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## SKILLS

React, Svelte, Angular

Java, Python, C#, C, C++, SQL,  
bash

Figma, Networks, Secure  
Systems, CI/CD, Terraform,  
Docker, Kubernetes

## LANGUAGES

Dutch - native

English - C1

French - A2

## ART

[Link to gallery](#)

## EDUCATION

Sint-Bavohumaniora, Ghent — *Latin Mathematics &  
Science Mathematics 8*

2014 - 2020

Ghent University — *Bachelor of Science in Engineering  
Technology: Information Engineering Technology (cum  
laude)*

2020 - 2023

Ghent University — *Master of Science in Information  
Engineering Technology (cum laude)*

2023 - 2024

Ghent University — *Master of Science in Computer  
Science Engineering*

2024 - now