

YANNICK VANDENTHOREN

PRODUCT DESIGNER & FULL STACK DEVELOPER

PROFILE

I'm a passionate Product
Designer and Full Stack
Developer adept at
unlocking the full potential
of my clients - often in dire
need of a great design, a
solid UX or even a full
redesign.

CONTACT

+32 495 85 80 88 hey@yannick.design www.yannick.design



EXPERIENCE

FREELANCE PRODUCT DESIGNER & FULL-STACK DEVELOPER

Yannick Design | Sep 2014 - Present
Worked as a freelancer for companies and clients that needed
help with UI/UX Design or coding in HTML/CSS/Javascript and
Vue.js.

PRODUCT DESIGNER & FULL-STACK DEVELOPER

2021 Coloc Housing | Jan 2021 - Oct 2021
Created a new design for the website. Developed an API in node.js and created a Dashboard for the owners in Vue.js to get an insight into their houses.

UI/UX DESIGNER & FRONT-END DEVELOPER

2019 Le Télégramme | Apr 2019 - Dec 2020 Worked on the design and coding of new pages for the main websites of the newspaper. Led the full redesign of letelegramme.fr.

UI/UX DESIGNER & FRONT-END DEVELOPER

2018 Coloc Housing | Oct 2018 - Oct 2018
Creation of the first website for Coloc Housing. Including an owner dashboard, a contract signing app and a marketplace.

EUROPE TOUR

Jan 2016 - Jul 2018
I travelled around Europe and visited different countries. It gave me the opportunity to explore other cultures, food, etc...
During those years, I worked as a Barista, a cook and an Assistant Manager in a campsite and in a coffee shop.

UI DESIGNER & FRONT-END DEVELOPER

2015 Le Télégramme | Apr 2015 - Jan 2016
Worked as the first UI Designer and Front-end developer in the newspaper. I created designs and coded email campaigns,
Google ads, websites pages, apps and the data-vizualisation part of the website.



EDUCATION

FULL STACK DEVELOPMENT

Udemy | Jan 2021 - Apr 2021

BACHELOR OF ARTS, MAJOR IN DIGITAL ARTS

ESA Saint-Luc Brussels | 2010 - 2013



SKILLS

DEVELOPMENT

HTML, CSS, Javascript, Vue.js, Node.js, Express.js, SQL, MongoDB

DESIGN

Adobe Suite (XD, Photoshop, Illustrator), Figma, Maze, Wireframe