

Tanguy Geraedts

Antwerp, Belgium | +32 470 77 4490 | tanguy.geraedts4@gmail.com | tanguy.geraedts.dev
Lange Koepoortstraat 45, 2000 Antwerp | Born: 31 July 2000 (Bangkok, Thailand)

Profile:

Graduate from Karel de Grote Hogeschool with a Bachelor's Degree in Applied Computer Science and a Banaba in Multimedia and Creative Technologies. Experienced full-stack and backend developer proficient across multiple languages (TypeScript, Python, Java, C#, C, PHP), modern frontend frameworks (React, Next.js), and robust backend architectures (FastAPI, NestJS, Spring Boot, Node.js). Experienced with database management, cloud-ready deployment tools like Docker, and message brokers like RabbitMQ. Trilingual background with international education experience across Thailand, the UAE, Belgium, and the Netherlands. Motivated, commercially aware, and commercially driven software developer looking to deliver modern digital solutions.

Career Objectives:

- **Primary Target:** Seeking a backend or full-stack software engineering role within an international environment.
- **Working Style:** Highly collaborative, group-oriented team player with strong communication skills built across multicultural contexts.
- **Flexibility:** Adaptable regarding working locations and hours, and fully available for work-related travel as required.
- **Long-Term Ambition:** Driven to take ownership of complex technical challenges with the goal of evolving into a Software Architect or Project Lead.

Professional Experience:

Roots Software - Internship | Aartselaar, Belgium (04/2026 – 06/2026)

- Spearheaded an AI prototyping initiative for Roots to evaluate and demonstrate how to integrate modern AI workflows into Java applications, centered around a multiplayer game inspired by a company city trip.
- Took complete joint ownership of end-to-end feature development with my internship partner, leading the creation of automated content pipelines while actively refining and overhauling core mechanics to make the gameplay significantly more engaging.
- Architected dynamic multiplayer features and real-time UIs while implementing multi-agent AI workflows to autonomously generate, validate, and self-correct gameplay content; established automated testing and CI/CD pipelines in an Agile setup.
- Successfully showcased practical Java-AI integration to the company, eliminating manual game board generation and establishing a scalable blueprint for future AI-driven features.

Education:

Karel de Grote Hogeschool - Antwerp, Belgium (09/2023 – 06/2026)

- Bachelor's Degree in Applied Computer Science

Karel de Grote Hogeschool - Antwerp, Belgium (09/2019 – 06/2023)

- Bachelor's Degree in Multimedia and Creative Technologies

HAN University of Applied Sciences - Arnhem, Netherlands (09/2021 – 01/2022)

- Erasmus Exchange Program – Minor in Game Development

Emirates International School Meadows - Dubai, UAE (09/2012 – 06/2018)

- International Baccalaureate Certificate (2016 – 2018)
- International General Certificate of Secondary Education (IGCSE) (2014 – 2016)
- Middle Years Programme (2012 – 2014)

St. Andrews International School, Sathorn Campus - Bangkok, Thailand (09/2005 – 06/2012)

- National Curriculum

Interests & Skills:

Languages: English (C2 / Native/Fluent), Dutch (B2 / Fluent)

Programming Languages: TypeScript, JavaScript, Python, Java, C, C#, PHP, SQL

Backend Development: FastAPI, NestJS, Node.js, Spring Boot, REST APIs, WebSockets, PHP

Frontend & Design: React, Next.js, HTML5, CSS3, TailwindCSS, Web Design, Adobe Creative Cloud, Figma

Data & Infrastructure: PostgreSQL, SQL, Docker, RabbitMQ, CI/CD pipelines

Developer Tools & Practices: Git, GitHub, Testcontainers, Scrum / Agile methodologies, Microsoft Office

Specialized Tech: Game Development (Unity)

Interests: Backend Architecture, Web Technologies, Software Engineering, Game Design, AI Workflows & Systems