



I've been building apps since 2014, and in Flutter since 2018. I join client and agency teams and add what's missing: Flutter and mobile experience. Most recently five years in healthcare; before that finance, a long run of agency projects and a racing game with 150 million downloads. I do more than write code: I join the discussions, give honest feedback on the UX and like to stay with a team for the long run.

12+ years

building production apps

2018

Flutter, before version 1.0

5 years

in healthcare

150M+

downloads, CSR Racing

Freelance work

A selection, newest first. Some client work can't be shown. More projects on stockxit.com.

2022–now

Healthcare

Senior Mobile Developer

nexuzhealth · hybrid

- **Mynexuzhealth** 2026. Working on Belgium's largest patient portal (1.5M+ patients).
- **Nexuzhealth Nurse** 2022–26. The app home-care nurses use on their rounds. Offline-first, so visits work without signal. Nurses, GPs and hospitals share one patient record.

2020–22

Agency work

Weather

Retail

Senior Mobile Developer, Flutter and Firebase

This Might Work · remote · several projects, some under NDA

- **Weerflash** 2022, lead developer. Crowdsourced weather app for NoodweerBenelux: 3,000+ downloads and 10,000+ weather observations in its first 5 days.
- **Azuleo and Steylaerts**, lead developer. Mobile apps for azuleo and its parent company.
- **Avail** 2020. Social fashion shopping app with Instagram integration.

2017–22

Agency work

Finance

Healthcare

Retail

Events

Tourism

Weather

Workplace

Senior Mobile Architect and Innovation Developer

Kunstmaan / Accenture Interactive, now Accenture Song · Leuven

- Flutter and Firebase on Kunstmaan's first production Flutter apps, including the **Azuleo loyalty app**: #2 trending on Google Play in launch week, 25%+ day-7 retention.
- **CityGlow** for Marche-en-Famenne: the first tourist app combining Bluetooth and LiFi, with content unlocked fully offline. Lead and sole mobile developer.
- Native Android (Java) for a major European bank's spin-off: Belgium's first PSD2 app, with certificate pinning, encryption and biometric login. Main Android developer.
- Firebase backends for online events during COVID, such as **Paradise City Festival** with 22,000+ attendees.
- **KMI–IRM on Google Assistant**: Dialogflow and Node.js, a launch partner for Google Assistant in Belgium.
- **Unity**: an interactive logo of 3,200+ LEDs, and an augmented reality proof of concept for a healthcare campaign.

Game development

2016–17

Games

Unity / Android Consultant

Boss Alien / NaturalMotion / Zynga · freelance, remote

- Unannounced multiplayer game: analytics, Gradle build migration, OBB expansion files.

2014–16

Games

Gameplay Programmer, Android Platform Specialist

Boss Alien / NaturalMotion / Zynga · employed, Brighton, UK

- Started as a graduate programmer and ended as the sole engineer responsible for **CSR Racing**: 150M+ downloads, 5M+ multiplayer races a day.
- Main developer on new single and multiplayer game modes.
- The studio's Android specialist: worked with Google Play's editorial team to get the games featured, and supported **CSR Classics** (30M+ downloads, Editor's Choice) and **CSR Racing 2**.
- Led external SDK management on a new game. Guest speaker at universities in the UK and Belgium.

Skills

Mobile	Flutter, Android, Firebase, Google Play Services
Languages	Dart, Java, C#, Node.js
Games, XR	Unity, ARCore
Shipping	Google Play Console, App Store Connect, Scrum, code reviews

Languages

Dutch	Native
English	Professional, 2.5 years working in the UK
French	Basic

Volunteering

2012–14	Co-organiser and technology support, TEDxUHasselt
2011–13	Co-founder and president, ExperienceIT

Education

2014	Master in Computer Science, Multimedia, Hasselt University Thesis on smartphone positioning in underground public transport.
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Awards and publications

2014	Alcatel-Lucent Bell MSc Thesis Award
2014	SubwayPS: Towards Enabling Smartphone Positioning in Underground Public Transportation Systems ACM SIGSPATIAL 2014
2013	2nd People's Choice, ACM UIST Student Innovation Contest
2013	People's Choice, Corda Campus Hackathon



Tell me what you're building.

A few lines is enough: the project, your team, the timeline, and what you need from me.

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