

ANDREI LAVRENOV

Full Stack Developer

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link

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EDUCATION

Media & Creative Technologies

Bachelor's Degree

2022

Howest

Multimedia & Information Technology

Associate Degree

2020

Howest

EXPERIENCE

Internship for MCT

Crystal Spring

02/2022 - 06/2022 Almaty, Kazakhstan

I worked as part of their front-end development team, working on a variety of web-based banking applications. I worked with React, Gitlab, Jenkins and a variety of other development tools like Redmine.

Internship for MIT

Federal Police of Belgium

04/2020 - 06/2020 Brussels, Belgium

I was responsible for creating a tool for internal use that would create mock apis so it would be possible to test a variety of internal application without using real data due to privacy requirements.

PROJECTS

Storytellingmaps

Thesis & Research Project

2022

Download PDF

Using Three.js, I generated a 3D City environment from GeoJSON data acquired from OpenStreetMaps' Overpass API, and then animated a path of a tour through it. This formed the basis of my thesis, in which I reflected

Holomin

Howest Project

2021

Youtube

An Augmented Reality project, that can visualize a network switch and show what devices are connected to which ports. Built in Unity with C#

SKILLS

Web development

HTML CSS JavaScript SQL

React Vue PHP Wordpress

ITCSS SASS GraphQL REST

Software development

ASP.NET Core Xamarin Git

React Native Expo Docker

Python Arduino DevOps

Creative

Adobe Creative Suite Procreate

Blender 3DS Max

CERTIFICATIONS



European driving license

Category A, B

LANGUAGES

English

C1, Fluent



Dutch

Native



Russian

Fluent



French

Intermediate



PROJECTS CONTINUED

Poortcentrum.be

Freelance Website

📅 2021

🔗 [Website](#)

A website for a Belgian aluminium company from Booischoot. PHP was used to add some interactivity for the owner, and allow them to change and update photos, and add new items.

PrettyTrophies Apps & Api

Howest Project

📅 2020-2021

🔗 [Info](#)

Using ASP.NET Core I created an API that uses Sony's own servers with Exophase as a fallback to serve a player's PlayStation Achievements. I then created an App to showcase those achievements. The first version was made in Xamarin, while the second was a complete rewrite in React Native, using Expo.

Kabin

Howest Project

📅 2019

🔗 [Demo](#)

This was the final project for MIT, where we had to design, create and implement a custom Wordpress theme. Kabin is a wordpress theme for people to rent out remote kabins in nature.

Plex Product Video

Howest Project

📅 2019

🔗 [Youtube](#)

Using Adobe Creative Suite, I created an animation for Plex - a local Media Server. It shows off the features, and gives an overview of how it works.

MCT Bot

Howest Project

📅 2018

🔗 [Youtube](#)

A group project for MCT, where we were tasked with creating a Dutch speaking interactive voice assistant. I was primarily responsible for designing and modelling its enclosure and movement. I also designed and coded the UI frontend

tinyQuiz

Howest Project

📅 2017

🔗 [Instructables](#)

This is a web quiz that runs on Flask and mySQL. It features per-user as well as global statistics, displayed using Charts.js, and a clean minimalistic user interface for a fun playing experience.

PASSIONS



/r/homelab

At home, I have a server rack filled with a variety of networking equipment to play around with.

As an example, I host a Plex Server on my NAS and a PiHole DNS and a Kubernetes cluster on RPIs



Linux & Hosting

I rent a VPS that I have manually configured to run my email, websites and other interesting things.