Arno Boenders

Fullstack Developer

Ghent, Belgium | arnoboenders@gmail.com | LinkedIn | GitHub



PROFILE

Fullstack developer with over a year of professional experience at Realo (part of Immoweb), building features across a PHP and MySQL platform and its new Next.js and TypeScript front end. Graduate in Programming from Arteveldehogeschool (2025). Builds and ships his own products on the side, including Pickly and Munto.

EXPERIENCE

Fullstack Developer, Realo — September 2025 – present

Belgian real-estate platform, part of Immoweb

- Built the address detail pages in the Next.js and TypeScript rewrite: price history, photos, map, paywall, parcel pages and print/PDF output.
- Delivered Realo Pro self-upgrade across three repositories (PHP, MySQL, JavaScript): self-service seat booking, seat counting from subscriptions, and handover to sales through Slack and email.
- Integrated federated government sign-in (CSAM) over OIDC for white-label sites, rolled out behind a feature flag.
- Own the lifecycle and transactional email system: onboarding, reactivation, renewal and lead emails in Dutch, French and English.
- Extended valuation reports with rent graphs and regional price evolution; traced a PDF timeout to oversized images and fixed the cause.
- Added two-factor authentication for Google sign-in and passkeys, and optimised MySQL queries behind dashboard filters.

Fullstack Developer Intern, Bizzy — April 2025 – June 2025

B2B business intelligence company in Ghent

- Built a HubSpot sync for contacts, legal entities and vacancies in a React, TypeScript and GraphQL codebase.
- Added tracking of where new users come from, and worked on product sidebars and a lead feedback page, in a Jira and stand-up workflow.

PROJECTS

Pickly. Group polls by link. Everyone votes without an account and results update live. Built with Next.js, Cloudflare Workers, Postgres, Drizzle, MCP.

Munto. Local-first budgeting for Belgian bank accounts, shipped as a desktop app. Built with Next.js, Electron, Node.js, SQLite, Claude.

Wings of Belgium. Recruitment game for the Belgian Air Force, built in a team of four. Built with React, GraphQL, Hygraph, Material UI.

SKILLS

Languages: PHP, TypeScript, JavaScript, SQL, HTML, CSS, SCSS
Frameworks and libraries: Next.js, React, Node.js, Laravel, Slim, React Native, Vue
Data: MySQL, PostgreSQL, SQLite, Elasticsearch / OpenSearch, GraphQL
Tools: Git, GitHub, Docker, AWS S3, Electron, Cloudflare Workers

EDUCATION

Graduate in Programming, Arteveldehogeschool, Ghent — 2023 – 2025

Electronics & ICT (bachelor programme, not completed), Odisee — 2020 – 2023

LANGUAGES AND OTHER

Languages: Dutch (native), English (fluent), French (basic)
Other: Driving licence B