

Matthias Schuyten

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WORK

Freelance Developer — *Self-employed*

2020 - Present

I develop full-stack applications from concept to MVP using Flutter, Next.js and Firebase. Early adopter of AI-assisted workflows.

Educational Technologist & AI Policy Advisor (Part-time) — *KU Leuven*

2024 - Present

I advise on institutional AI strategy and integration of new technology. Designing and delivering AI and prompt engineering workshops to university faculty and staff. Assisting professors with pioneering AI-driven educational projects.

Computer Science Teacher & Curriculum Developer (Part-time) — *High School*

2024 - Present

I created and developed Belgium's first open-source Computer Science curriculum for the new high school lesson plan. I built a Next.js platform with Markdown to allow teachers to easily customize and use the curriculum.

Founder & solo developer — *Buddie*

2019 - 2023

I co-founded a delivery service and single-handedly built the entire platform, which included three Flutter apps. Engineered the full-stack infrastructure using Flutter, Firebase, Stripe, and Google Maps APIs. I scaled the service to 1,500 monthly active users, achieving local product-market fit.

SKILLS

LaTeX
CAD
Java
Native Android
TensorFlow
OpenCV
Python
Flutter
Dart
React
Next.js
Webflow
JavaScript
Firebase
Gemini API
OpenAI API
Prompt engineering
Curriculum design
AI workflow integration

AWARDS

AE Smart Cities Challenge
winner - NearByke
Grands Prix de l'innovation - Paris, France
Finalist - NearByke
Google Developer Challenge
Android development
scholarship on Udacity
awarded by Google

LANGUAGES

Dutch, English, French

EDUCATION

KULeuven, Belgium — *Master of Mechanical Engineering* *[module: Air and Space Engineering]*

2016 - 2019

Focuses on mechanical engineering in various ways, from engine thermodynamics to robotics. Puts emphasis on the use of various software platforms.

KULeuven, Belgium — *Bachelor of Engineering* *[Major: Mechanical Engineering - Minor: Chemical Technology]*

2011 - 2017

Provided me with a strong base in mathematics and applied sciences. Gave me a problem solving mindset and design and development skills via various projects.

PROJECTS

Open-Source Computer Science Curriculum Platform

I developed the first open-source curriculum for Belgium's new CS lesson plan, delivered via a Next.js platform that allows other teachers to easily customize and deploy courses.

Stuffly - Community Sharing App

As the lead developer, I built the MVP for this community item-sharing platform. I used Flutter and Firebase and integrated the Gemini API for AI-powered object recognition to streamline user-generated content.

MyTale.Studio - AI Storybook Generator

I built this web application with Next.js and a multi-step AI pipeline using the Gemini API to generate personalized and illustrated storybooks.

Master's Thesis — Ford Motor Company

Implementation of object tracking and trajectory planning of a UAV, using a vision based approach. Coping with latency issues using Kalman filtering. Combination of OpenCV, C++ and the JNI in an Android application, providing the user a UI to interact with.