Jonathan **Schoreels**

Software Engineer · Master in Computer Science

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Summary

I'm a **Software Engineer** with over **12 years of professional experience** in **Java** development and strong expertise in **technical architecture**, **leadership**, **DevOps workflows**, and the **end-to-end software development lifecycle**. I connect design, implementation, automated verification, CI/CD, deployment, and operations to help teams deliver reliable software efficiently. I'm particularly interested in **coaching** and continuously developing my **communication skills**, as clear communication is essential to effective software development. This perspective closely aligns with fundamental **Agile** principles.

I value **understanding fundamentals** rather than focusing solely on implementation details, and I continuously broaden my knowledge in areas such as **Machine Learning** and Web Development. I'm also an active supporter of **Open Source Software** and contribute to the Spaced Repetition Systems and Japanese-learning communities.

I value **continuous learning**, **self-discipline**, and **ownership**. I'm **confident** and adaptable in fast-paced, evolving environments, and I enjoy finding synergies between different profiles and perspectives. I believe these complementary strengths contribute to effective teamwork and better decision-making.

Skills

Programming Paradigm	**Object-Oriented & Functional**, also Procedural, Imperative for scripting
Programming languages	**Java & Python** but I regularly train new ones like C, Scala, Kotlin, Javascript…
Java Ecosystem	**Spring Boot**, **Karaf**, **Camel**, Maven, JUnit, Mockito, …
Architecture	**Microservices**, CQRS, Event-Driven, Event-Sourcing
Cloud	**AWS** and Azure : **Twelve-Factor App**, IaaS, PaaS and FaaS
Service Oriented Architecture	**REST**, **SOAP**, ActiveMQ (**JMS**), **RabbitMQ** (AMQP)
Computer Science	**Data Structures**, **Graph Theory**, **Machine Learning**
Infrastructure	**Linux**, Ansible, **Docker Swarm**, Kubernetes, Elasticsearch, SQL Databases, SPARQL
AI-Assisted Engineering	**Claude Code**, **OpenAI Codex**, Rapid Prototyping, **agentic coding** workflows, local AI models, code analysis, automated verification
Tools	Jira, **Git**, IntelliJ, VS Code, VisualVM, Memory Analyzer, Postman
Languages	French (Mother tongue), English (Fluent), Japanese (Intermediate), Dutch (Beginner)

Experience

Jisko (Owner, Freelance Contractor)

Wallonia (Belgium)

Technical Architect at SPW (Contractor) — *Sep. 2024 - PRESENT | 2 yrs 3 mos*

- **Auditing** multiple **business-critical tax-collection platforms for the Walloon Region**, assessing architecture, code quality, maintainability, security, and delivery readiness; maintaining a Django platform to coordinate findings and follow-up
- **Taking hands-on ownership of complex technical blockers** by reverse-engineering legacy or third-party components, adapting shared frameworks, resolving major-version incompatibilities, and validating solutions in isolated environments
- **Designing and deploying lightweight in-house observability solutions** for distributed infrastructure, combining centralized monitoring, configurable alerting, historical metrics, and operational dashboards
- **Establishing a reusable, OWASP-aligned security-assessment approach** covering attack-surface mapping, source-code analysis, traceable findings, and actionable test plans across complex systems
- **Developing tailored engineering intelligence and diagnostic tools** that turn repository activity, team contributions, rule dependencies, and execution traces into actionable insights for technical leads and stakeholders

Team Lead at Wolters Kluwer (Contractor) — *Dec. 2021 - Sep. 2024 | 2 yrs 10 mos*

- **Leading a team of 8 developers**: definition of development practices, guidance about new technologies and architectures
- Keeping an overview of all current developments, proactively identifying the pain points of each, and suggesting actions
- Driving the different scrum meetings and supporting the team toward a more effective workflow
- Serving as the main point of contact for external teams and reporting to upper management

Java Technical Lead at Nethys (Contractor) — *Dec. 2019 - Dec. 2021 | 2 yrs 1 mo*

- **Technical Leading the existing team of 6 developers** through different technical improvements to the current architecture
- Implementation of key technical components/connectors to help other team members reuse those in their developments
- Taking the lead to migrate/upgrade outdated technical components while ensuring no functional regression

Oniryx *Charleroi & Liège (Belgium)*

Elastic Stack Expert (Contractor) *Jan. 2019 - Mar. 2019 | 3 mos*

- Implementation of a Proof-of-Concept search engine leveraging **elasticsearch**, custom analyzers **over Docker Swarm** in 10 days.

Technical Architect at Le Forem (Contractor) *Jan. 2017 - Dec. 2019 | 3 yrs*

- Various **architectural Proof-of-Concept** related to **Microservices**, **Cloud**, and Container Orchestrations like **Kubernetes**
- Performed technical integration (Security, Resiliency, Logging, Monitoring) between in-house and third-party back-ends
- Back-end development of technical orchestrations taking into account technological and functional constraints

Adneom Benelux *Brussels & Liège (Belgium)*

Java Integration Developer at Nethys (Contractor) *Nov. 2014 - Jan. 2017 | 2 yrs 3 mos*

- Development of integration flows and orchestrations between various back-ends, from analysis to maintenance
- Scripting of tools automating stages of development, such as for release management.

Education

McGill University *Montreal, Canada*

Internship in Software Engineering Lab. of Prof. Dr. Kienzle *Sep. 2013 - Dec. 2013*

- Under the supervision of Prof. Dr. Jörg Kienzle, study of the implementation of the **MMO game framework Mammoth**, designed to experiment in an academic setting areas such as distributed systems and **artificial intelligence**.
- Explore possible ways to create **self-learning**, **unsupervised AIs** by observing human players

UMONS (Mons University, Faculty of Sciences) *Mons, Belgium*

Master Degree in Computer Science: Magna cum laude *Sep. 2009 - Aug. 2014*

- **Tutoring** for numerical analysis & computer science classes: I supported students experiencing difficulties during summer sessions.
- **Student assistant** for "Programming and Algorithmic" class: I helped students during their practicals sessions for the programming and algorithmic classes, in Java & Python.
- *Additional classes in Free University of Brussels*: Computer security, Combinatorial optimization, Graphs, and Networks

Certifications

Machine Learning Specialization `coursera.org/verify/specialization/2QTNENE84EYJ` *Coursera*

- Supervised Machine Learning: Regression and Classification `coursera.org/verify/RF79THF67AZ4`
- Advanced Learning Algorithms `coursera.org/verify/M7AKNNB5DG7X`
- Unsupervised Learning, Recommenders, Reinforcement Learning `coursera.org/verify/NESPHJ5LGQA9`

Functional Programming Principles in Scala `coursera.org/verify/YY9F8Y3NYB86` *Coursera*

Publications

KinectBalls: An Interactive Tool for Ball Throwing Games *Springer, Cham*

First Author *2013*

- We present a tool that was developed in the context of the first author's masters project. The tool implements an **interactive computer game** combining the real and the virtual world in a seamless way. The player interacts with the game by **throwing balls towards a wall on which a virtual 3D scene is projected**. Using the **Kinect 3D sensor**, we compute and predict the trajectory, speed and position of the ball. **Upon impact with the screen, a virtual ball continues its trajectory in the virtual scene**, and interacts with the objects around it using a physical and a graphical **3D engine Bullet**, and **Ogre3D**. The prototype game has been successfully tested on a large number of people of varying ages.
- Link to paper : `https://link.springer.com/chapter/10.1007/978-3-319-03892-6_11`
- **Live demo during the Spring of Sciences 2013** : `https://youtu.be/v02BcA-EPrI`

Presentation

Azure Functions: Guide to Zero Waste in the Cloud *Global Azure Belgium, 2020*

- **Live demo** of Azure Functions and the challenges that **Serverless architectures** arises with more than 800 views.
- Link : `https://youtu.be/kuYU_PVt0c8?t=23176`

Docker Swarm Locally, craziness or unsuspected tool? *Conference DevDay Belgium, 2018*

- **Live demo** in front of 200 spectators of **Docker Swarm** and how it can be useful to use it locally even if the client doesn't.
- Demo available at `https://youtu.be/JeBzVX0wjC4`, viewed more than 280 views.

KinectBalls: An Interactive Tool for Ball Throwing Games *Conference INTETAIN, 2013*

- Presentation of my related publication during the 5th International Conference on Intelligent Technologies for Interactive Entertainment.