



Emile Bergers

Creative Software Developer

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Profile

Recent Interactive Media Development graduate with a strong technical foundation in software and web development, IoT and applied AI. I build digital products that bring together software, hardware and UX—from React and Node.js web applications to Raspberry Pi systems and real-time AI voice agents. I enjoy turning complex ideas into intuitive, working solutions.

Skills

Software & Web

JavaScript/TypeScript · React/Next.js · Node.js ·
Python · C++ · SQL · REST API's · Git

AI, IoT & Realtime

LLM API's · Voice AI · Computer Vision ·
Raspberry Pi · Arduino · WebSockets · MQTT

Interactive & Design

Unreal Engine · TouchDesigner · XR/AR · Figma ·
Blender · Adobe CC

Work Experience

- **Digital Experience Developer — Intern**
Cartamundi Digital · Drongen 2026
 - Developed interactive digital products, including a custom real-time AI voice agent, a web application and several user interfaces.
 - Combined web technologies, LLM APIs, voice interaction and UX to create working prototypes.
 - Worked throughout the process, from concepts and wireframes to technical proofs of concept, and contributed ideas for new products and digital campaigns.

Education

- **Bachelor Interactive Media Development**
Artevelde University of Applied Sciences · Ghent 2023 - 2026
Graduated with distinction, with a focus on software development, web technologies, applied AI, IoT and UX. During the programme, I developed digital products from initial research and concept through to fully working products. My final projects received awards in both my second and third years.
- **Digital Arts & Entertainment – Game Development**
Howest University of Applied Sciences · Kortrijk 2021 - 2023
Studied game design, gameplay programming and level design, building a strong technical foundation. I later chose IMD to broaden my focus beyond the games industry and combine technology with a wider range of creative applications.
- **Economics & Languages**
College Melle 2016 - 2021

Recent Projects

Open Judge — Graduation Project · 2026

A first-person courtroom experience built in Unreal Engine in which players speak freely with AI characters. Real-time voice agents generate dynamic responses, while an AI judge evaluates the player's closing argument.

Sweet Control — De Warmste Week · 2026 → 2025

An internet-connected claw machine that visitors could control entirely through a web app. The system combined a Next.js interface and Node.js backend with a real-time queue, live video feed, Raspberry Pi and Arduino control, and computer vision. Presented to the public at De Krook in Ghent.

Wintercircuit — Tembo AR Experience · 2025

A web app that transforms a physical colouring sheet into an interactive 3D model. The coloured elephant then comes to life in augmented reality.

More projects: emilebergers.com