

RONNY WELTER - NOCREATIVITY

SECTION 01

CONTACT INFORMATION



Born 20 June 1986

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SECTION 02

PROFESSIONAL SUMMARY

Creative technologist and systems architect with nearly two decades of experience crafting **responsive, high-performance web interfaces and applications** for startups, media outlets such as HLN (DPG Media) and enterprise clients such as FLIR (Teledyne). Based in Oudenaarde but internationally oriented and remote-first, Ronny blends strong **UI/UX instincts** with pragmatic engineering; he has engineered embedded web apps for **FLIR Systems (now part of Teledyne)**, built publishing platforms for major news organisations, and guided product roadmaps as a technical director. A **JavaScript/CSS aficionado** with a passion for animation and interaction, he thrives in fast-paced, agile environments and values continuous learning, accessibility and quality.

SECTION 03

AI-AUGMENTED DELIVERY

Important note: As of October 2025, Ronny has moved away from traditional coding and development and he uses tools like OpenAI Codex, Cursor AI or Claude Code to **accelerate his work**. Given his huge amount of experience he can effectively use these tools to create high level software delivering on the product requirements. He can quickly prototype and validate new ideas or pivot entirely without huge amounts of downtime. His AI-accelerated output is **equivalent to five full-stack developers' months-long effort**, delivered in a **timeframe of days or a few weeks**.

SECTION 04

CORE SOFTWARE & WEB TECHNOLOGIES

- **Languages:** JavaScript, TypeScript, HTML5, CSS/SCSS, Node.js.
- **Frameworks:** React, Next.js, Angular, Tailwind, Shadcn/ui
- **Frontend Technologies:** Modern CSS, responsive and mobile-first/offline-first design, Electron & Capacitor.
- **Tooling & Build:** Webpack, Vite, Git, GitHub, CI/CD pipelines like Drone, Github Actions and Jenkins
- **UX & Visual Design:** Interaction design, usability and accessibility, prototyping, UI component libraries.
- **Database:** Postgres & Prisma, MongoDB & Mongoose
- **Infrastructure:** Docker & Docker Compose, MQTT, Vercel platform
- **AI tooling:** Open AI codex, Anthropic Claude Code, custom agent platforms and tooling
- **Other:** Socket.IO, n8n, SSE & websockets, OpenClaw, CLI & SSH

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CREATIVE & HARDWARE TECHNOLOGIES

- **Animation & Media:** Canvas/WebGL, TouchDesigner, video integration, 3D (Three.js), motion graphics, After Effects, Davinci Resolve.
- **Electronics & hardware:** Raspberry PI and Arduino, build small robotics and drones, program them and design custom UI and software to control them.
- **3D modelling and 3D printing:** Fusion360

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SOFT SKILLS & LEADERSHIP

- **Leadership & Management:** Agile/Scrum, sprint planning, mentoring junior developers, stakeholder communication; cross-functional collaboration, cross-team communication while keeping track of the requirements and team responsibilities. And being honest when an idea is shit and should be re-evaluated before we continue into implementation.
- **Spoken Languages:** French, German, English, Dutch, Luxembourgish.

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PROFESSIONAL EXPERIENCE

Lead Frontend Systems, Flir Systems | 2019 – 2025

- Architect, build and maintain **front-end interfaces** for Thermal cameras used in traffic applications, running on-device and communicating local-only through a proprietary protocol.
- Develop API's and infrastructure to enable long-term, large-scale flexibility for the next generation of products while keeping backwards compatibility with the current products in the field.
- Cross-team orchestration of API's so all teams can focus on their responsibilities while still creating a reliable platform for future development and evolution of the features into more complete tools.
- Engineered **Electron apps** that ran on Windows and Mac used by field engineers to manage, prepare and configure large networks of devices in an offline-first environment.
- Implement responsive UIs using HTML5, CSS3, JavaScript and Node.js; emphasised accessibility and cross-device performance.
- Collaborated with designers, product owners and back-end teams to translate concepts into elegant, production-ready experiences.
- Technologies used:
 - Electron: 2+ years
 - NodeJS: 7 years
 - Angular: 3 years
 - AngularJS: 5 years
 - Material UI, RXjs, MQTT, Webpack, Vite, Figma, Jenkins CI, SCSS, Git

Frontend Developer, Barco Belgium | 2018 – 2019

- Lead frontend for a migration from Angular to Vue.
- Coach new team of agile developers with junior backgrounds coming from a non-web/non-agile enterprise environment.
- Healthcare project with high stakes and real implications, stakeholders in university hospitals, constant feedback communication and deadline rescheduling.
- Technologies used:
 - Angular, RXjs, VueJS, Webpack, SCSS, Git

Senior Frontend Engineer, HLN.be (De Persgroep) | Jan 2015 – Oct 2018

- With a small team, maintained and iterated the front-end of Belgium's largest online newspaper **HLN.be** and other outlets (AD.nl).
- Added new features to the editor platform, improved performance and ensured cross-browser compatibility using **HTML5/JSTL, CSS3 and JavaScript**.
- Helped plan and architect the next generation of the website and mentored junior developers to deliver **A-level quality** on time and within budget.
- Lead architect of GDPR system across 3 countries and 20+ brands in a single project that was shipped to 50 million daily users (and released on a Friday because why wouldn't they).
- Technologies used:
 - Vanilla javascript/CSS: 4 years
 - NodeJS: 4 years
 - Java Thymeleaf templating, GruntJS, Jenkins CI, Git

Frontend Developer, Metropoly | 2013 – 2014

- Re-architected large multi-language WordPress sites; improved performance and design; built custom WordPress plugins and client integrations.
- High pressure, low-budget startup environment, deadlines never far away, close interaction with teammates.
- High level of re-use tooling required to complete projects, built a lot of automations and integrations that enabled larger scale projects and developments of the teams.
- Remote-only between UK, BE and FR, clear and effective communication are key.
- Technologies used:
 - JQuery, Compass, PHP
 - WordPress templating, theme and plugin frameworks.
 - NodeJS: 4 years
 - Git

Certified Apple Sales Professional (Lab 9 Stores, Apple) | 2012 – 2013

- Built in-house **campaign and marketing websites, invoicing & accounting tools** and **realtime** stock meter on websites.
- **Teaching jQuery courses** to Lab 9 professional **clients and teams**.
- Technologies used:
 - PHP, ZendFramework, WordPress
 - JQuery.
 - Vanilla JS
 - Git

Online Producer (Saatchi & Saatchi) | 2011 – 2012

- Running the online department in an advertising agency, working with creative and copywriters, managing external development teams.
- Sit with clients and artists, learning about their ideas and helping them come up with elegant solutions and creative projects for their new releases and campaigns.
- Use my technical skills and understanding to help creative teams come up with ideas and projects that are technically achievable within the client's time and budget while still communicating and reaching the required audience effectively.
- High pressure environment with extremely tight deadlines requiring precise coordination of several teams across the country and sometimes even globe.
- Technologies used:
 - Flash, Flex, ActionScript 3
 - PHP, ZendFramework, WordPress
 - JQuery.
 - Vanilla JS
 - Git

SECTION 08

PERSONAL MANIFESTO & VALUES

Ronny believes in **lifelong learning and creative exploration**; he values **collaboration, openness and empathy**, and strives to build products that are both **accessible** and **delightful**. He

often mentors junior developers and fosters inclusive, supportive teams. His manifesto emphasises:

- **Curiosity and experimentation:** constantly exploring new technologies and pushing the boundaries of interaction design.
- **Quality and craftsmanship:** clean, maintainable code; pixel-perfect designs; performance and accessibility by default.
- **People-first design:** building solutions that empower users and clients, communicating openly and listening to feedback.
- **Balance and wellbeing:** working sustainably, embracing drone racing and outdoor hobbies to stay creative and energised.

The landscape has changed and the focus is no longer on writing the code and **more on building the product.**

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ADDITIONAL INTERESTS

Outside of coding, Ronny is also known as **Ronny King**, an avid FPV drone pilot and aerial cinematographer. He produces cinematic drone footage and has filmed live events and promotional pieces for **high-profile clients such as Red Bull, The Voice van Vlaanderen, Yamaha, VRT and DPG Media**. He enjoys **motion graphics, 3D art and music**, and uses these passions to inspire his work and teaching.

He has presented multiple **masterclasses** about drone cinematography at **Howest University** in Kortrijk and the **University of Vienna** in Austria.

Thanks for your consideration.

Talk soon.

Ronny