

ADRIEN PAELINCK-VAN MEERBEECK

Product Designer & Design Engineer | I design products and build them with AI agents | eVisa, ID and payment platforms live in 6+ countries | Bandeja, Arkensia, Interligne

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PROFILE

For five years at Satoris International I designed and led the front-end of border control, eVisa, digital ID and payment platforms, live in several countries. Today I design products and build them: I frame the problem, design in Figma, then AI agents (Claude Code) write a lot of the code while I keep the direction and the quality bar. That's how I launched Bandeja, Interligne and Arkensia SMP on my own.

EXPERIENCE

Founder, Product Designer & Developer

2026 - present

Interligne (interligne.eu), Brussels - design and build studio and platform for small businesses

- Design and ship websites, booking tools, online shops and client portals for small businesses, from the first conversation with the owner to launch.
- Built the platform underneath: multi-tenant (Next.js, Supabase, PostgreSQL row-level security), so every client runs their own site and content without calling us.

Own products, designed and built end to end

2026 - present

Bandeja (playbandeja.com) and Arkensia SMP (arkensia.net) - my products, built by orchestrating AI agents

- Bandeja (playbandeja.com): the padel app for groups of friends, free with an optional paid plan (Bandeja+): who is free, games at the club, Americano and Mexicano tournaments, shared costs, a voice referee, stats and avatars. Product, brand, UI and code by me.
- Arkensia SMP (arkensia.net): a Minecraft Java server I founded and run, Season I live: clans, duels, an auction house, a card collection, monthly events and a shop with subscription and season pass. I design and build its product layer: Paper server plugins, a Fabric client mod, the shop and the website.
- How I build: I frame the problem and set the quality bar, then orchestrate Claude Code agents through phased plans with acceptance gates, parallel audits and a persistent project memory. That is how I ship alone what used to take a small team.

Lead Front-End Developer & Product Designer

Oct 2020 - Dec 2025

Satoris International, Luxembourg - govtech, digital identity and payments

- Designed and led the front-end of border management, eVisa and citizen identity portals now live in 6+ countries, used by travellers, citizens and government officers.
- Sole designer-developer on the front-end of PayCode, a QR payment product moving tens of millions of dollars a year: payment flows, merchant and admin interfaces.
- Built and maintained the design system and component library shared by every national deployment, from Figma to production Angular code.
- Led a team of 4 to 5 front-end developers (code reviews, standards, onboarding) and translated the operational needs of government clients into features.

Front-End Developer & UI Designer (consultant)

Dec 2017 - 2020

Maltem Consulting Group, Luxembourg - banking, telecom and trust services clients

- LuxTrust: led the front-end and designed the interfaces in Figma for an electronic document-signing platform, with a white-label component library.
- Proximus Luxembourg: identity verification (KYC) onboarding flow, built in Vue.js and TypeScript.
- Catella Bank: banking back office with double-validation workflows, dynamic forms and audit trails.

SKILLS

Product design: End-to-end product design, discovery with users and stakeholders, user flows, wireframes, interaction design, UI design, design systems, prototyping (Figma and in code), responsive and mobile, accessibility (WCAG)

AI: Orchestrating Claude Code and Cursor agents (plans, skills, acceptance gates, audits), prototyping in code, RAG (n8n, Qdrant, Ollama), designing AI features people can trust

Tools: Figma, FigJam, Adobe Photoshop and Illustrator, Claude Code, Cursor

Front-end: TypeScript, Angular, React, Next.js, Vue.js, HTML/CSS/SCSS, Supabase, Capacitor, Tauri, Node.js, Git

Languages: French (native) · English (bilingual, C2) · Dutch (intermediate, B1)

EDUCATION

- Bachelor in Game Design (3D Game Art), HEAJ Haute Ecole Albert Jacquard, Namur, 2014 - 2017
- Web development and integration, NumericALL Campus Numerique, Luxembourg, 2017
- Professional Scrum Product Owner (PSPO I), Scrum.org, 2026