

Tom De Groot

Product Engineer

Montreal, Canada · Eastern Time · Remote

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For 6 years I redefined how road networks are matched at TomTom and turned it into an internal product. Today, I design, build, and ship consumer apps.

EXPERIENCE

Solo build: Lore Tracker App

iOS · Android · 750 MAU · loretracker.ink · 2025–today

- Built for Disney Lorcana competitive players. Score-history came out of their feedback, and it's the feature that **got them off paper** during real-stake events. Other apps have since copied the idea.
- Owned the whole thing: UI, design system, brand, backend and store listings. One Svelte codebase and Tauri, shipping to web, iOS and Android.
- Themes update remotely, so influencers can get custom looks without waiting on an app-store release.
- All organic traffic. Around 100 daily active users, 20 to 40 minute sessions, 5-star on both stores.

TypeScript · Svelte · Tailwind · Tauri · Cloudflare

6 years @TomTom

SWE (2019) → Senior (2020) → Expert / Highest IC (2023–Mar. 2026)

- Suspected our road-network matcher's evaluation system was biased, built honest tooling to check. It exposed the domain-driven approach had a hard ceiling below the 99% precision target.
- Transformed the matching problem into an image classification problem (EP 4 372 312 A1), hitting 99% precision at 96% recall on 50k+ labeled road pairs across 50 countries. Now feeding attributes and new geometry to Orbis, TomTom's next-generation map.
- Turned the matcher into a **self-serve API-driven internal product** used by three other teams.
- Co-designed the shared map data architecture and managed the data-exchange boundary as one of two TomTom engineers in the Overture Maps alliance (AWS, Microsoft, TomTom).
- Introduced short-lived cross-team squads so shared blockers get solved once, not per team.

Python · Java · PostgreSQL · Azure · Docker

PROJECTS

- **Currently building:** board-game companion app React · Supabase · LLM-driven
- Also: a quadruped robot · 3D-printed wedding rings Rust · ROS2 · Blender

EDUCATION

MSc in Engineering: Computer Science (AI)

KU Leuven · Cum Laude · 2018 · CERA-awarded master's thesis