Mex Volger

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I build automations that save hours of manual work. My biggest project is Orbit System: it started as one place to see how products perform so we could plan purchasing, and grew into a system every co-worker uses, from purchasing to customer service. I use AI to write the code, but took a course to really understand what is being built. I turn a problem into a strategy, and implement it into something that keeps working as it scales.

I'm looking for a mission with a positive impact on people, animals or the environment, where I can automate the time-eating tasks so the time goes to what actually matters.

Work experience

Automation Engineer

Orbit Electronic

Apr. 2026 - Present

Building Orbit System since Jul. 2025

- Sole builder of Orbit System, the operations platform for 13,000+ active products (see page 2)
- Built Karen, an in-house AI assistant used by sales/support for product questions
- Automated most of the purchasing flow: forecast, reorder advice and supplier carts
- Connected Bol, eBay, Kaufland, WooCommerce, Stockitup and QLS with automatic syncs
- Built GDPR-safe email summaries and draft replies in Missive with Mistral and n8n
- Moved database work from direct production changes to tested local migrations

Visual Designer

Orbit Electronic

Feb. 2024 - Mar. 2026

- Set up the first brand guide (there was none)
- Designed product images, starting with the best-performing products
- Built reusable templates for product sets and multipacks with similar images
- Researched and set up Photoshop automation (variables and data sets) driven by CSV imports: swapping layer images, text and visibility
- Cut batches of up to 200 product images from 10+ hours of manual work to under an hour of setup
- Analyzed margin and inventory data and translated insights into practical visuals

Orbit System: Jul. 2025 to now

Jul. 2025	First version: JavaScript dashboard fed by CSV uploads
Oct. 2025	Rebuilt on Next.js with a new schema design
Apr. 2026	Title change to Automation Engineer
Now	In production: Karen AI assistant, purchasing engine, warehouse tools

13,000+
active products online

~9-11
daily users across 3 departments

14
supplier webshops with carts filled automatically

Solo
built alone with AI, now in production

Earlier experience

Graphic Design Intern, Blub media, 2023

Graphic Designer Intern, Touch Creative, 2022 - 2023, best internship report award

Graphic Designer, MedialNdesign, 2021 - 2023

Education: MBO 3 Allround Mediamaker, Mediacollege Amsterdam, 2020 - 2023

Skills

Product & Systems Thinking

- Structuring complex processes and data flows
- Data modelling: ERD, domain schemas
- Turning unclear input into clear, workable systems

Building with AI

- AI-assisted development with coding agents
- Designing AI assistants: tools, guardrails, evals
- Writing rules and checks that guide AI agents

Design and Technology Bridge

- Designing solutions where design decisions and technical logic reinforce each other
- Thinking in flows, logic and usage scenarios rather than isolated screens

Process & Problem Solving

- Analyzing and automating internal workflows
- Reducing problems to their core and building practical solutions
- Working independently in open, unstructured contexts

Technical Foundation

- SQL (course-trained), Supabase / PostgreSQL (AI-assisted)
- Next.js / React / TypeScript (AI-assisted)
- API integrations, webhooks and scheduled syncs
- HTML / CSS

Languages

- Dutch, native
- English, fluent in writing, good in conversation

Design (bonus)

- Visual and UI design in Figma and Photoshop, also Illustrator
- Not my main focus, but what I build looks finished by default