



Jens van der Sloot

Developer and Designer · Based in Lisse, Netherlands

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 /JENSVANDERSLOOT.NL

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 /MPROSES



About Me

Hi, I'm Jens, a passionate computer scientist and designer. My work is driven by a love for technology and aesthetics. For more details, explore my portfolio website noted above. Let's embark on this journey together! 🚀

Biographical Details


Date Of Birth · 17-09-2005

Place of Birth · Rotterdam

Nationality · Dutch

Gender · Male

Formal Education

 Sep. 2017 - Jun. 2023

Fioretti College Lisse

VWO - Natuur & Techniek met Wiskunde D en Informatica

 Sep. 2023 - Sep. 2026

Universiteit Leiden

Bachelor of Science - BS, Informatica

Skills & Tools

Experience indicators Proficient Competent Novice

Languages

HTML5 CSS3 JS TS C++ Python Bash Java SQL

Technologies

React jQuery MongoDB Anime.js Node.js Vue.js Angular Bootstrap Express

Tools & Softwares

After Effects Photoshop VS Code Figma Git Sourcetree Eclipse Blender Spline

Other

Collaboration Adaptability Perseverance Flexibility English Dutch Scrum Agile

Professional goals

In my university studies, I have so far had the opportunity to work on numerous projects, honing my skills in front-end development and becoming more proficient with languages such as C++, Python, SQL and Bash. As I continue my academic pursuits, I am open to part-time positions that can be seamlessly integrated with my university schedule. While my experience and passion lie in front-end development, I am also open to exploring other roles that can broaden my skill set and provide diverse learning opportunities.

EXPERIENCE

05/04/24 - 10/04/24

Connectr.

HTML/SASS Anime.js jQuery Python SQLite Flask Git JS

Connectr is a powerful web texting application built using Flask (= Python framework). It empowers users to seamlessly connect with friends, create chat groups, and establish communication channels. Connectr was developed in just 5 days, showcasing over 5,000 lines of code—a testament to my efficiency and was a project for the class "Programming Techniques" at Leiden University. [🔗 /MPRoses/plz \(github.com\)](#)

09/03/24 - 12/03/24

CURSOR PURSUIT

HTML/CSS Anime.js jQuery React Scrum Git JS

Cursor Pursuit is a cursor game that has two sides: Pursuit and Evade. In the pursuit mode, you must chase orbs and hover or click over them depending on the setting you chose. It's like an aim trainer! In the evade mode, you must evade the crosshair that's moving towards your cursor. The game switches between these two modes every 15 seconds. Cursor Pursuit is a great way of warming up your arm and aim before hopping onto your favourite game. [🔗 /MPRoses/Cursor-Pursuit \(github.com\)](#)

16/01/24 - 07/03/24

PORTFOLIO

HTML/CSS Anime.js jQuery React Git JS

This project began as a simple personal site and evolved over time. I adopted a flexible approach, designing sections individually and taking breaks throughout the process. I wanted to make sure of that when someone would enter this site they would immediately know who they are working with, a creative individual with a love for designing and coding. All in all I think I did a pretty good job with that :) [🔗 https://www.wiensvandersloot.nl/](https://www.wiensvandersloot.nl/)

03/09/23 - 03/09/26

BACHELOR OF SCIENCE - BS, INFORMATICA

HTML/CSS Node.js Python Scrum JS/TS SQL C++

So far in my university studies, I have collaborated on numerous projects, utilizing languages such as C++, Python, SQL and Bash. Alongside this, I am building a robust mathematical foundation and In the upcoming period, I will be delving deeper into a wide range of topics: all the way from databases to algorithmic efficiency.

16/03/23 - 27/04/23

NUMERO

HTML/CSS Node.js React Scrum SQL JS

Numero was born out of a collaboration between a classmate and myself for our final project in the Computer Science class at Fioretti College Lisse. We developed this innovative tool for a teacher at DaVinci College Leiden, aiming to revolutionize the way his students navigate their academic journey. [🔗 /wensvandersloot.nl/Projects](#)

14/06/20 - 14/06/23

VWO - INFORMATICA

HTML/CSS Node.js Python Scrum Unity Bash JS/TS SQL C++

In high school, I enrolled in the "Informatica" course, which laid the groundwork for my understanding of the field. This course introduced me to a variety of key concepts, including git, web and game development, Node.js, database operations, data analysis using Bash and Python and more. Overall, this class provided me with a wealth of knowledge that I look forward to expanding upon in the future.

15/09/22 - 08/10/22

101MAILZ

HTML/CSS Node.js jQuery Scrum Git JS

101Mailz is a fully functional mailing site where users can create accounts, sign in, and send emails to each other. The project prioritized backend functionality and security, with each password being hashed and securely stored in a database. While the front-end design was not the main focus, it still features a smooth user interface. This project allowed me to gain valuable experience in various areas, including account management, hashing, and database handling. Want to check out the code? [🔗 MPRoses/123 \(github.com\)](#)

10/09/22 - 08/27/23

VARIOUS SMALLER PROJECTS

HTML/CSS Anime.js Angular jQuery Vue.js JS/TS React Scrum Git

Over the course of about a year, I dedicated myself to a series of compact projects, each designed to facilitate my exploration and understanding of various technologies. This included web development with Angular and Vue.js, which I used to code my previous portfolio sites. I also built a web scraper using Nix and JavaScript, delved into data analysis with Python, and 3D design using Blender and AE. Most of these projects are documented over on my github. [🔗 /MPRoses \(github.com\)](#)