Tijs Beek

Software Developer, 16

📍 Uden, Netherlands

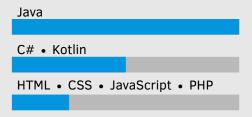🌐 tais993.github.io/

in /in/tijs-beek-ab038217b/

⬛ Tais993
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Skills ———————

Programming

Java

C# • Kotlin

HTML • CSS • JavaScript • PHP

Languages ———————

Dutch native   English B2

Profile

- **Two years** of programming experience
- **Expert in Java**, knowledged in C#, Kotlin and Fullstack knowledge
- **Enthusiastic** in programming

Education

2021 - Present	**Software developer (bol) level 4** Switched classes into an differentiation class, this allows me to advance at a faster pace through the study.	Summa College, Eindhoven

Hobbies

2012 - Present	**Scouting Uotha** Started years ago, and still going with a big smile.	Scouting Uotha
Feb 2019 - Present	**Programming** Started almost 2 years ago by myself, and only since August 2021 started with Software Development at school.	GitHub Pages

Experience

Feb 2021 - Present	**Deliverer at Kwalitaria** Food delivery	Kwalitaria, Uden-Zuid
Mar 2018 - Apr 2021	**Student council Udenscollege** For over 3 years I've been a member of the student-council, including 1+ year as chairman.	Udenscollege VMBO

Projects

Nov 2021 - Dec 2021	**HTML-Validator** `Java 17` `Gradle` This project is unfinished, it's a big project which I don't learn a lot from. The idea of this library is to validate HTML, response with possible warnings and errors. It was my intention to afterwards create a website for it.	GitHub/HTML-Validator
October 2021 - Present	**Java-OsuApiWrapper** `Java 17` `Gradle` `Spring Boot Web` `WebClient` `Reactor Spring` `Caffeine` `IntelliJ Annotations` `Jackson` Note, this project is still WIP Wrapper for the osu-api, which is a REST API for osu! the game. Revamp of one of my older projects. I mainly learned how to design libraries and create good documentation. • Highly customizable • Clear documentation • Reactive	GitHub/Java-OsuApiV1

Technologies ———

Java

Gson, Jackson, Jetbrains Annotations JDA, Caffeine, JUnit, Logback, SLF4J, Log4j

C#

WPF, XUnit, Moq, NewtonsoftJson, Jetbrains Annotations

Spring

Boot, Framework, Web, WebClient, Reactor, JPA

Frontend

TailwindCSS, ReactJS

Databases

MongoDB, PostgreSQL

Networking

REST, JSON

IDEs

IntelliJ, Rider, PhpStorm, VSC, Visual Studio

Versioning

Git, GitHub, GitLab, GitKraken

Build Management

Gradle, Maven, Resharper

Organization

Github, Space

Communication

Slack, Discord, Skype, MS Teams, MS Outlook

Projects

Aug 2021 - Present	**TJ-Bot**	GitHub/TJ-Bot

`Java 17` `Gradle` `Jetbrains Annotations` `JDA` `JUnit` `SLF4J` `Logback` `SQLite` `Sonarcloud` `Spotless`

Discord bot for the so called "Together Java" Discord server, maintained by the community.
This project enhanced my teamwork and Git skills to a great extent. Still one of the most active members of the project.

Sep 2021 - Oct 2021	**VeelPlezier**	GitHub/VeelPlezier

`C#` `.NET framework 7.2` `WPF` `JetBrains Annotations` `NewtonsoftJson` `XUnit` `Moq`

Digital checkout, first C# project and first project with unit testing.
I mainly taught how C# works, unit testing was already in my head, only applied it here.
• Responsive GUI
• Localisation
• Includes calculator
• Includes currency converter

Sep 2020 - Dec 2020	**TaisDiscordBot**	GitHub/Cobweb

`Java 15` `JDA` `Lavaplayer` `MongoDB` `Logback` `Google API services YouTube` `Google API Client` `Json-simple`

Basic Discord bot with 50+- commands This project taught me better how to structure projects,

June 2020 - Sep 2021	**TorchCraftExcelMod**	GitHub/TorchCraftExcelMod

`Java` `Minecraft Forge`

Minecraft Mod for prison players. The main functionality of the mod is to see how much their inventory items are worth.
• Settings
• Exporting to csv files
• Loading item data from external config file