Tim Grevendonk
Designer & Software engineer

I am passionate about finding the best preparation for a project and giving it a maintainable future. Always in search for clear setups and goals for the whole team.

Bachelor educations
Applied computer sciences - application development
Information management and multimedia - Digital Experience Design

Email
Tim.grevendonk@hotmail.com

Phone
+32 475 34 64 48

Portfolio
https://timgrevendonk.github.io/portfolio_2024/

Address
Buitensingel 26
3920 Lommel Limburg
Belgium

Additional info

School
University of Applied Science Thomas More (Geel & Mechelen)

Linkdin
www.linkedin.com/in/tim-grevendonk

Certificates
First aid
Linux essentials
Business management
Industrial woodworking

Entertainment

Hobby
Boardgames

Hobby
Dungeons and Dragons

Sport
Airsoft

Experience

Education 2021–2023
Object-Oriented Programming
Java, C#, Python:
Object-oriented design and concepts.
Design patterns and architectural concepts.
API Integration and communication.
Database and object relational mapping.

Education 2021–2024
essential web technologies
HTML, CSS, JavaScript, Typescript:
Correctly structure a document with tags for different type of users.
Style pages with layouts, formatting and transformations.
Dynamically control content, interactivity and customization.

Education 2022–2023
Frontend engineering
Angular, React, advanced JavaScript:
Component templating and scaffolding.
Separation and re-usability of individual sections.

Education 2023–2024
Design tools
Figma, Illustrator:
Wireframe, prototype, and user testing.
Conceptualize, Design, and add interaction.
Work with autolayout and variables.

Education 2020–2023
Photoshop
Web-focused Photoshop:
Format images for web use, aspect ratios,

Skills

Creative :	Out-of-the-box thinking. Flexible in different approach plans. Inventive and experimental.
Socially :	Team worker. Socially set. Positive mindset and humorous.
Workfields :	Technical and practical-minded. Business process knowledge.
Languages:	Dutch English

Highlighted projects

Angular project
Betting app
Develop a secure betting application for games, events and managing users. Created in Angular as a front-end and .NET as a back-end

Design project
Hoppin redesign
With existing design limitations, re-design the Hoppin look, feel, and flow in Figma. Set up wireframes and interactive prototypes.

Hackaton
NMBS hackaton
Brainstorm and prototype solutions for the Belgian railways. An app for travelers to report lost items that the conductors can respond to.