Kevin Renskers

Groningen, the Netherlands
1982

I make apps for iOS and the web, and the APIs that drive them.

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PROFILE

I'm a creative developer with a passion for good design and intuitive, user friendly interfaces. I love working on the front end, whether that's creating a beautiful and performant iOS app or using HTML, CSS and JavaScript to create interactive and responsive web apps. I also like working on the back end: I use Swift, Python, Node.js and Firestore to create developer-friendly APIs for those apps.

Usability and design are always on my mind, even when writing code: this should be usable, readable and beautiful too.

I've been online since 1994, creating websites since 2000 and iOS apps since 2010. You can find my open source projects on www.loopwerk.io/projects/. A portfolio of the iOS apps I created can be found on www.loopwerk.io/apps/.

INTERESTS

- Games, movies and TV shows
- Tabletop roleplaying games
- Art and art history
- Architecture
- Traveling
- Photography
- Books and music

SKILLS

- Mobile: iOS, Swift, SwiftUI, Objective-C
- Web: JavaScript, Svelte, ES6
- Back-end: Swift, Node.js, Python, Firestore
- HTML, CSS, SQL, Git, NPM, websockets

LANGUAGES

- Dutch (mother tongue)
- English (fluent)
- German (beginner)

EXPERIENCE

Freelance developer, Loopwerk, Groningen
September 2016 - current

A good app is like a mechanical watch: lots of moving parts all working together to create a beautiful and simple interface.

Remote freelance app development for iOS and the web, and the backends that drive these apps.

Lead iOS / JavaScript developer, Gangverk, Reykjavik
January 2012 - August 2016 (4 years 8 months)

Building iOS apps and Python backends for CBS Interactive, CBS Local and their brands like Radio.com, Last.fm, MetroLyrics, Tailgate Fan and Live on Letterman as well as Icelandic clients like Síminn.

I was the lead developer on multiple big iOS projects with 2 or 3 members on the team and I've also started and maintained multiple open source projects on https://github.com/gangverk.

Since early 2014 I worked full-time on Sling, Gangverk's communication and scheduling tool for non-desk workers. I was the lead developer for the web app, written in AngularJS and ES6, using Babel, Webpack and NPM. I also worked on the native iOS app.

Senior Python developer, Getlogic, Groningen
June 2011 - December 2011 (7 months)

Senior Python developer at a company specialized in building web applications in Django. Together with the other Senior developers I was responsible for the technical course of the company, and for the guidance and training of junior and medior developers.

I was lead developer on multiple projects, where I had one or more junior developers in my team. Responsibilities included code reviews, deployments, testing and code refactoring.

Python / iOS developer, Goldmund, Wyldebeast & Wunderliebe, Groningen
September 2009 - May 2011 (1 year 9 months)

After working with PHP for almost nine years, I made the switch to the programming language Python. At GW&W I started as Python web developer and specialized myself in the Django framework.

In May 2010 I started developing applications for Apple's iPhone and iPad, and submitted three apps to the App Store.

Lead PHP developer, technical project manager, InGoedeBanen.nl, Groningen
January 2007 - August 2009 (2 years 8 months)

I was the lead developer on one of DMM's biggest projects, InGoedeBanen.nl, from the very beginning. In January 2008 I took on the role of technical project manager, working with other (junior) developers to develop new features.

InGoedeBanen.nl is used for quickly posting jobs to multiple job boards and gaining valuable statistics about those jobs and job applications. The application connects to over 250 jobboards using custom built "bots" for each of those.

Senior PHP developer, DMM Websolutions, Groningen
March 2005 - August 2009 (4 years 6 months)

At DMM I started working as junior web developer, where I gained a lot of experience with the open source content management system TYPO3. Besides creating twenty plus sites in TYPO3 I also created a few extension for this CMS.

I quickly moved to the position of senior web developer. I mainly worked on large enterprise-level web applications for the HR market and wrote functional designs and end-user documentation. Together with the management board and other Senior developers I worked on the technical course of the company and wrote the internal code-standard that all developers followed.

Freelance developer / designer, Dualdot, Groningen
June 2004 - December 2006 (2 years 7 months)

Dualdot was my own company, doing (dedicated) web hosting, web development and graphics design. Since 2001 I worked a lot with Linux servers and PHP and decided to do more with it. Running HallsOfIllusions.com at the time was also a big factor. In March of 2005 Dualdot turned more into a hobby, as I got a full time job at DMM Websolutions. In December of 2006 I decided to stop with my own company, shortly after HallsOfIllusions.com closed its doors.

Owner, maintainer and editor, HallsOfIllusions.com
April 2001 - October 2006 (5 years 7 months)

Halls Of Illusions was a fan-site about "underground" American rappers. Within two years the site was one of the biggest in the genre, and after 3.5 years it was without a doubt the biggest of its kind. The site used my own content management system, built in PHP 4 with lots of social networking functions. It ran on two servers that I maintained, and they were highly optimized for the large amounts of bandwidth and simultaneously logged-in users.

System administrator / junior PHP developer, University of Groningen
April 2001 - March 2003 (2 years)

At the University of Groningen I was responsible for all Windows workstations of our department. I also helped maintaining a couple of Linux (Debian) servers. It was here that I started programming in PHP 4 and Javascript with the help of my colleagues (having done static HTML and Flash sites before that).