



AARON VISSCHEDIJK

BACKEND DEVELOPER

CONTACT

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ABOUT ME

As a backend developer with expertise in Python, AWS, and Terraform, I have a passion for creating and deploying scalable APIs and microservices that seamlessly connect all aspects of a digital product. I find it incredibly satisfying to make different components - data, code, infrastructure - talk with each other to create value for the end-user. Additionally, I am always trying to stay on top of the latest developments in my field and experiment with new frameworks and platforms.

LANGUAGES

English: Native Level
Dutch: Native
German: Limited

WORK EXPERIENCE

Backend Developer - Nuuday

Nov 2021 - Oct 2022

Copenhagen, Denmark

- Responsible for client API development using AWS, python and terraform for streamingservice YouTV (discontinued)
- Integrated external Disney+ user signup into our streamingservice
- Responsible for client API development using kubernetes, java and terraform for customer onboarding of mobile phone plans

Unity Game Programmer - DADIU

Aug 2020 - Jan 2021

Copenhagen, Denmark

- Contributed to 2 game productions released on itch.io: Amanthi and Pacha
- Developed a data-driven animation system for humanoid animations recorded by a motion-capture suit in C# and Unity
- Built a complex character movement system that allowed for easy expansion in C# and Unity
- This work was done as part of my Master's degree

Python Tutor - Private

Feb 2020 - Jun 2020

Copenhagen, Denmark

- Tutored one student in a 'python for social sciences' undergrad course
 - The student achieved a grade of 10 on a 12 point scale
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EDUCATION

MSC Computer Science - University of Copenhagen

Aug 2019 - Sep 2021

Copenhagen, Denmark

Exchange Semester - University of Sydney

Jul 2017 - Jan 2018

Sydney, Australia

BSc Computer Science - Radboud University Nijmegen

Aug 2015 - May 2018

Nijmegen, Netherlands

PUBLICATIONS

ClipWidgets: 3D-printed Modular Tangible UI Extensions for Smartphones - Published in TEI (ACM)[[link](#)]

2022

Published a scientific article based on my MSc. thesis research about 3D printing interactive UI components for smartphones. The article was accepted and published at ACM conference TEI2022 and is currently the most downloaded paper submission of the conference. The article was written in collaboration with Hyunyoung Kim, Carlos Tejada and Daniel Ashbrook.