Doortje Spanjerberg

Frontend Developer

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www.github.com/Dodomew

www.doortjespanjerberg.com

Experience

09/2017 - present

Frontend Developer at Maximum

Everything related to building the frontend of a website, such as:
- Writing frontend templates in HTML5 and Laravel Blade.
- Styling, animation and UX.
- Testing and debugging on multiple devices and in different browsers.

02/2016 - 08/2017

IT Helpdesk engineer at Ormer ICT

Provide technical assistance and support for issues related to computer systems, software, and hardware. Respond to questions of clients over the phone or email. Install, modify, and repair computer hardware and software.

08/2016 - 09/2016

Frontend Developer as freelance

Developed the frontend for the website **www.monstersandsprites.com** in HTML5 and CSS3.

06/2016 - 07/2016

Frontend Developer as freelance

Developed a landingpage in HTML5 and CSS3 for **www.antegods.com**. Antegods is a game developed by gaming company Codeglue.

02/2016 - 04/2016

3D artist as freelance

Developed a realtime, endless simulation called **HELL.exe** in Unity3D. In collaboration with artist Floris Kaayk. I was responsible for setting up all 3D objects, lighting, animation and AI interaction.

Based on the painting "*The Garden of Earthly Delight*" by Jeroen Bosch.

Primary skills

- JavaScript ES5/ES6
- HTML5
- CSS3 & SASS
- jQuery
- UX
- Git

Secondary skills

- ReactJS
- NodeJS
- RESTful API

Awards & Feats

- 2012: Winner Global Game Jam audience award in Breda
- 2013: Runner-up Global Game Jam in Breda
- 2015: Produced a virtual reality movie
- 2016: Collaboration with artist Floris Kaayk for his project HELL.exe