de Wit Software

Full-stack development

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About me

I am a versatile full-stack web developer with a pragmatic, solution-oriented approach. While web development is my primary expertise, I also have a strong passion for embedded software, hardware design, and innovative projects like DIY electric vehicles. My extensive experience and enduring passion for tackling complex technical challenges drive my commitment to delivering effective solutions for you and your team.

For more details on the projects described here and other (personal) projects, visit my website!

Education

HU University of Applied Sciences Utrecht

Bachelor's degree, HBO-ICT

2014 - 2018

Cum Laude (GPA 4.0)

Student identification number: 1641329

Expertise; 1+ years of professional experience

In no particular order

AWS, Accessibility (WCAG), Agile/Scrum, Angular V2+, ArgoCD, Asynchronous Programming, CI/CD, CSS, Cloudflare, Code Reviews, Cross-Browser Compatibility, Docker, Dynamic web maps, Expo, Express.js, GCP, Git, GitOps, Github Actions, GraphQL, HTML, HUGO, Jasmine, JavaScript, Karma, Kubernetes, MySQL, NPM, NestJS, NoSQL, Node.js, Performance Optimization, Postgres, RESTful, RXJS/NGXS/NgRx, React Native, Responsive design, SASS, SEO Best Practices, Stripe, TypeORM, Typescript, UX/UI Best Practices, Unit Testing, Unity, Web Security

Express Me   Jul. 2024 - Ongoing;

AWS,   Android Native,   Expo,   Github Actions,   Java,   Micronaut,   Postgres,   RXJS/NGXS/NgRx,   React Native,   Typescript

Co-developing Express Me, an app that assists people with speech impairments, using a React Native front-end and a Spring Boot back-end, deployed in an AWS cloud environment. I'm excited to share more about this project in person! ExpressMe

Software Engineer   Jan. 2023 - Jun. 2024; 1 year, 5 months
Alliander

AWS,   Angular V2+,   Dynamic web maps,   GitOps,   Github Actions,   Kubernetes,   NestJS,   Node.js,   Postgres, RXJS/NGXS/NgRx,   TypeORM,   Typescript

At Alliander, I worked as a full-stack developer, responsible for developing and maintaining a custom front-end (Angular) and backend (Node.js/NestJS/Postgres) for an application managing power grid issues. I led the migration of our deployment from Openshift to an AWS EKS cluster and guided the transition from a SAP HANA-based data architecture to an AWS-hosted architecture, collaborating closely with stakeholders to develop technical solutions.

Lead Platform Developer ———————————————— **Apr. 2020 - Apr. 2022; 2 years, 1 month**

SyncVR Medical

Angular V2+,   C#,   Cloudflare,   Express.js,   GCP,   Github Actions,   GraphQL,   JavaScript,   MySQL,   NoSQL,   Node.js,
RXJS/NGXS/NgRx,   Typescript,   Unity

At SyncVR, I was the lead web developer, responsible for developing and maintaining a custom platform with an Angular front-end and Node.js/Express backend on Google Cloud. I led the platform's evolution from an internal tool to a comprehensive system for remote device management and app store features, eventually refactoring it to migrate from Firestore to MySQL, using a GraphQL implementation I developed. I also collaborated with stakeholders and mentored students on VR applications.

Web Developer ———————————————— **Feb. 2018 - Nov. 2019; 1 year, 10 months**

Targomo

Angular V2+,   Dynamic web maps,   Express.js,   HUGO,   JavaScript,   Node.js,   RXJS/NGXS/NgRx,   Stripe,   Typescript

During my graduation internship at Targomo, I researched and set up online documentation for the company's APIs. After the internship, I was hired to maintain and update the API documentation website (HUGO). Additionally, I implemented and maintained a custom front-end (Angular) and backend (Node.js/Express) for managing SCA-compliant payments with Stripe and led the development of two custom web-applications.

VR Developer ———————————————— **Apr. 2017 - Jul. 2017; 4 months**

Social Brothers NL

C#,   Unity

At Social Brothers, I worked as an on-call developer to help the team build Virtual Reality applications for the Oculus Rift using Unity/C#. This was a part-time job while being a student.

VR Developer Internship ———————————————— **Sep. 2016 - Feb. 2017; 6 months**

Bricks & Goggles

Blender,   C#,   Unity

At Bricks & Goggles, I did an internship. During this internship, I helped developing Virtual Reality applications for the Oculus Rift. I also developed Unity plugins which allowed the team to make more accurate time estimations, and reduced the time required to import and prepare/optimize architectural models to be used for VR. I did research on performance optimizations for VR in Unity/C#.

Junior Developer ———————————————— **Jun. 2016 - Jan. 2017; 8 months**

MediTop Medical Products

ASP.net,   Android Native,   Java

Together with one other developer, we created a system which allowed the company to monitor deployed hardware solutions from a distance. We developed a native Android app, REST API and ASP.NET Web app.