

de Wit Software

Full-stack development

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About me

I am a versatile full-stack mobile app developer with a passion for building innovative and user-friendly applications. With extensive experience in React Native, I have developed cross-platform apps that prioritize performance, scalability, and seamless user experiences. I thrive on solving complex technical problems, from creating intuitive interfaces to integrating backend services. My interests span from mobile development, full-stack web development, and even embedded software projects.

For references and more details on the projects described here and other (personal) projects, [visit my website \(dewitsoftware.nl\)](https://dewitsoftware.nl)!

Education

HU University of Applied Sciences Utrecht
Bachelor's degree, HBO-ICT

2014 - 2018

Cum Laude (GPA 4.0)

Student identification number: 1641329

1+ years of professional experience

*Featured expertise **in bold** - In no particular order*

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

Highlighted project

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.