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)!

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.