Frank Bouwens

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http://frankkie.nl/android/

Hi, ik ben Frank.

Ik ben al sinds het begin intensief bezig met Android ontwikkeling. Ik hou mijzelf goed op de hoogte van de laatste ontwikkelingen op Android gebied door veel online artikelen en blogs te lezen. Verder ga ik zo vaak als het kan, naar meetups met andere Android ontwikkelaars. Denk hierbij aan meetups van de Dutch Android User Group en conferenties als DroidCon en Google I/O. Verder heb ik kort geleden een Certificaat mogen ontvangen van Udacity, ivm de Android Cursus die ontwikkeld is door Google. Ik mag deze cursus nu aan andere mensen gaan geven.

Ik heb inmiddels al meer dan 6 jaar professionele ervaring op het gebied van Android. Eerst bij The Mobile Company, daarna bij A New Spring, vervolgens bij VeliQ en tenslotte bij Auxilium.

Ik ben dus volledig gespecialiseerd op Android Apps bouwen. Mij een vraag stellen over iPhone (iOS) levert geen nuttige resultaten.

Technical Skills

Likes: android, java

Dislikes: iphone

Experience

Developer – Auxilium   September 2015 – Current
android, c#, .net

Working on Android applications and the backends for those applications. Also worked on web-applications that do not include Android, like planning and scheduling systems.

Android Developer – VeliQ   September 2012 – August 2015
android, java, jsp, c#, coldfusion, javascript

Developing and maintaining the MobiDM-application. This application provides Mobile-Device-Mangement (MDM) for businesses.

Developer – A New Spring BV   September 2011 – August 2012
java, android

Android Developer. Developing mobile apps regarding e-learning

Developer – The Mobile Company   May 2010 – January 2012
android, java

Develop serveral Android Apps

Education

Bachelor of IT – Rotterdam Universatiy   2008 – 2013
java, android

Won first prize with Android project

Developing Android Apps – Udacity   2014 – 2014
java, android

Google+ with other students, Hangouts with coach, Hangouts with Dutch Android User Group

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Certifications

Developing Android Apps (by Google), Udacity   2014 – 2015

Projects & Interests

GitHub - BAXY Launcher for OUYA –
https://github.com/frankkienl/OuyaLauncherFrankkieNL
java, android, ouya

July 2013 - October 2013

Alternative launcher for OUYA Gameconsole (Android based) See also: http://ouyaforum.com/showthread.php?4436-BAXY-Custom-Launcher

I did the programming, someone else provided the design and assets.

HWcon 2016 – https://play.google.com/store/apps/details?id=nl.frankkie.hwcon2016
android, php, sqlite, mysql

Official HWcon application for the convention.

Server and client

Apps by FrankkieNL - Google Play – https://play.google.com/store/apps/developer?id=FrankkieNL
android, java

Android applications

Made them myself

GitHub - Convention Schedule – https://github.com/frankkienl/Convention
android

November 2014 - June 2015

Schedule (Timetable) for HWcon Convention.

I was the sole developer on this project. I made the application and server-backend. Content of the app, images and data, were handled by the HWcon-staff.

This app was my 'final project' to receive a certificate about Android Programming, provided by Udacity and Google.

GitHub - BronyLiveWallpaper – https://github.com/frankkienl/BronyLiveWallpaper
August 2013 - June 2014

Live Wallpaper for Android

GitHub - HWcon2016 – https://github.com/frankkienl/HWcon2016
December 2015 - February 2016

Convention app

GitHub - resume – https://github.com/frankkienl/resume
May 2012 - May 2015

My resume as a PDF including the well commented Latex sources and build instructions.

GitHub - DigiBadge – https://github.com/frankkienl/DigiBadge
July 2015

An open source digital color communications badge

GitHub - Brony My Little Pony Blind Bag Guide –
https://github.com/frankkienl/BronyMLPBlindBagGuideNB
java, android

March 2014 - September 2014

Application that can help identify pony-figures in Blind Bag (no internet needed) (see also: http://data.mlpmerch.com/blind-bags/)

My role on this project was the Android specific programming. Another developer helped me with the implementation of the data-model. Content, images and data, were provided by MLPMerch.com Translation came from various native speakers who wanted to help.

Writing

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My experience of participating in the Udacity course.

Tools

Favorite Editor: Android Studio