



# Chipta

Lead Developer    Sep 2014 - Jun 2024

Ticketing Service    Amsterdam, NL

Led technical development of innovative ticketing platform for 10 years, scaling from concept to processing thousands of tickets per minute during peak events. Transformed proof of concept into robust, scalable platform serving thousands of events.

## Key Achievements:

|   |   |
|---|---|
| <div> <b>Team Leadership</b></div> <div>Managed development teams of 3-5 developers using agile methodologies and strict code review processes</div>                   | <div> <b>Platform Scalability</b></div> <div>Optimized SQL queries &amp; Python processes with 30-60%, enabling platform to process thousands of orders per minute</div>   |
| <div> <b>Global Reach</b></div> <div>Led ticket scan app creation using React Native &amp; WebSockets, supercharging scalability and increasing revenue by +40%</div>  | <div> <b>Frontend Modernization</b></div> <div>Modernized frontend using React, MobX, responsive design &amp; web components, increasing user engagement by +30%</div>     |
| <div> <b>System Reliability</b></div> <div>Established quality testing suite using Django and Selenium (+80% coverage) decreasing regression bugs by about 95%</div> | <div> <b>System Reliability</b></div> <div>Ochestrated CI/CD systems on Linode, using Ansible &amp; Python, enabling reliable regular deployment and releases</div>      |
| <div> <b>System Reliability</b></div> <div>Coordinated development environment setup of 4 Docker microservices in Docker Compose, streamlining onboarding</div>      | <div> <b>Payment Integration</b></div> <div>Assisted payment service integrations (Mollie, Pay.nl, Paypal), processing tens of millions in payment transactions</div>    |
| <div> <b>Technical Innovation</b></div> <div>Customized Django codebase for maintaining backward compatibility with old PHP system &amp; database</div>              | <div> <b>Market Expansion</b></div> <div>Implemented TicketSwap REST APIs using DRF, allowing users to validate authenticity of 2nd hand tickets</div>                   |
| <div> <b>Market Expansion</b></div> <div>Integrated Zoom with OAuth, enabling clients to organize automatically managed online events with Zoom</div>                | <div> <b>Market Expansion</b></div> <div>Improved internationalization features (language, country &amp; timezone) enabling market expansion to Eurozone countries</div> |

## Technologies Used:

Python

Django

Django REST Framework

Django Channels

Django Silk

Linia2

Weasyprint

MySQL

Ansible

Python Fabric

Linode

Nginx

Redis

HAProxy

Selenium

OAuth

Node.js

Rik Wanders – Senior Full Stack Developer (2/7)

React

MobX

Lit

Web Components

Web Sockets

React Native



## Tender-it

👤 Lead Developer (part time)

📅 Mar 2015 - Jun 2022

🏢 Tender/Procurement Discovery Platform 📍 Amsterdam, NL



Built comprehensive tender discovery platform from scratch, enabling companies to efficiently find and track public procurement opportunities. Delivered complete platform with intuitive interface and administrative tools as part-time engagement.

### Key Achievements:

#### 🔧 Product Development

Directed agile/scrum methodology while designing complete platform in consultation with non-technical founders

#### 🔍 Search Innovation

Developed industry-first Elasticsearch-powered search engine for filtering & scoring hundreds of thousands of tenders

#### 📊 Data Automation

Engineered automated web crawling system importing & transforming thousands of tenders daily into structured data

#### 💰 Revenue Model

Built subscription-based authentication system with monthly & yearly recurring payments supporting business model

#### 💰 Revenue Model

Created automatic notification mailing system for user configured tender preferences and saved searches

#### 💰 Revenue Model

Enhanced frontend in coordination with frontend developer using Vue.js, providing professional platform aesthetics

### Technologies Used:

Python

Django

Django REST Framework

Django Celery

Python Requests

MySQL

Beautifulsoup

Elasticsearch

Linode

Nginx

Node.js

React

Vue.js

Webpack



## TravelBird

👤 Senior Full Stack Developer 📅 Mar 2013 - Aug 2014

🏢 Online Travel Agent 📍 Amsterdam, NL

🌐 [travelbird.com/](http://travelbird.com/)



Contributed to mobile app development during rapid growth phase (50 to 250+ employees), supporting European market expansion. Delivered iOS app and mobile website during critical period for travel industry mobile adoption.

### Key Achievements:

#### 📱 Mobile App Development

Delivered native iOS booking app in scrum team (4) within 5 months, handling 15%+ of bookings within first 3 months

#### 📱 Mobile App Development

Designed REST API using DRF, deployed on AWS, accommodating new iOS & Android apps and mobile website

#### ✉ Email Marketing Platform

Worked on email marketing system using Python & SendGrid, sending thousands of emails, supporting acquisition

### Technologies Used:

Objective-C Xcode Python Django Django REST Framework Django Celery Django South  
Django Compressor AWS Sendgrid PostgreSQL MongoDB Linode Nginx Varnish  
JavaScript gulp.js Sass



### SWIS

👤 Mid-level Web Developer 📅 Aug 2011 - Feb 2013

🏢 Web Development Agency 📍 Leiden, NL

🌐 [swis.nl/](http://swis.nl/)



Delivered web solutions for high-profile clients including major e-commerce and government organizations as part of dedicated Scrum team. Maintained agency's reputation for quality while meeting diverse client requirements.

#### Key Achievements:

##### 📦 Client Delivery

Completed web projects for major clients (Bol.com, Gemeente Amsterdam) as part of company's best of 5 Scrum teams

##### 📄 Frontend & CMS Development

Cultivated advanced frontend & UX skills with jQuery & CSS3, increasing user product engagement & client satisfaction

#### Technologies Used:

PHP

MySQL

Apache

Linux

XAMPP

HTML5

CSS3

JavaScript

AJAX

jQuery

jQuery UI

Underscore.js

Bootstrap

Responsive design

Firebug



## Gamepoint

👤 Junior / Mid-level Web Developer 📅 Aug 2007 - Jun 2011

🏠 Casual Gaming Community 📍 The Hague, NL

🌐 [gamepoint.biz/](http://gamepoint.biz/)



Progressed from junior to mid-level developer at established gaming community platform serving hundreds of thousands of users. Contributed to platform stability, feature development, and system enhancements.

### Key Achievements:

#### 💻 Platform Development

Implemented payment integrations, internationalization, and optimized MySQL database structures & queries

#### 👥 Team Collaboration & Growth

Advanced from junior to mid-level in 10+ developer team, contributing to large-scale PHP codebase & Linux servers setup

### Technologies Used:

PHP

MySQL

Linux

nginx

Memcached

HTML

CSS

JavaScript

jQuery

AJAX

YUI Library

### References



#### Michaël de Groot - Founder of Chipta

*"Rik modernized our client-facing interfaces and implemented optimizations that delivered substantial performance improvements. His work enabled us to process thousands of tickets rapidly during our busiest periods."*



#### Elmar Krack - Co-founder of Tender-it

*"Rik demonstrated exceptional technical leadership by designing and developing our entire platform from the ground up, handling both backend and frontend development with impressive skill."*



Contact details available upon request.