

Chipta

Lead Developer Sep 2014 - Jun 2024

Ticketing Service Amsterdam, The Netherlands

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:

 Team Leadership	 Platform Scalability
Managed development teams of 3-5 developers using agile methodologies and strict code review processes	Optimized SQL queries & Python processes with 30-60%, enabling platform to process thousands of orders per minute
	
Led ticket scan app creation using React Native & WebSockets, supercharging scalability and increasing revenue by 40%	Modernized frontend using React, MobX, responsive design & web components, increasing user engagement by 30%
 System Reliability	 System Reliability
Established testing suite using Django and Selenium (+80% coverage) boosting development delivery speed with 30%	Ochestrated CI/CD systems on Linode, using Ansible & Python, enabling reliable regular deployment and releases
 System Reliability	 Payment Integration
Coordinated development environment setup of 4 Docker microservices in Docker Compose, streamlining onboarding	Integrated payment service providers (Mollie, Pay.nl, Paypal), processing tens of millions in payment transactions
 Technical Innovation	 Market Expansion
Customized Django codebase for maintaining backward compatibility with old PHP system & database	Created internationalization capabilities enabling market expansion to Eurozone countries

Technologies Used:

Python	Django	Django REST Framework	Django Channels	Django Silk	Jinja2	Weasyprint			
MySQL	Ansible	Python Fabric	Linode	Nginx	Redis	HAProxy	Selenium	OAuth	Node.js
React	MobX	Lit	Web Components	Web Sockets	React Native				



Tender-it

👤 Lead Developer (part time) 📅 Mar 2015 - Jun 2022

🏢 Tender Discovery Platform 📍 Amsterdam, The Netherlands



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

Enhanced frontend UX design in coordination with frontend developer using Vue.js, fostering professional aesthetic

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 📅 Mar 2013 - Aug 2014
🏢 Online Travel Agent 📍 Amsterdam, The Netherlands
🌐 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 Django REST Framework, accommodating new iOS & Android apps and mobile website

✉ Email Marketing Platform

Worked on comprehensive email marketing system supporting customer acquisition and retention campaigns

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, The Netherlands
 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 & UI / UX skills with jQuery, supporting 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 📅 Jun 2007 - Jun 2011

🏠 Casual Gaming Community 📍 The Hague, The Netherlands

🌐 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.