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 queries and processes with 30-60%, enabling platform to process thousands of orders per minute

🌐	🌐
Led ticket scan app creation using React Native, enabling indefinite scalability and improving revenue by 40%	Modernized frontend using React and responsive design, increasing user engagement by over 30%

🛡 System Reliability	$ Payment Integration
Established comprehensive testing suite (+80% coverage) and CI/CD system enabling reliable regular releases	Implemented payment integrations with multiple providers, processing tens of millions in transactions
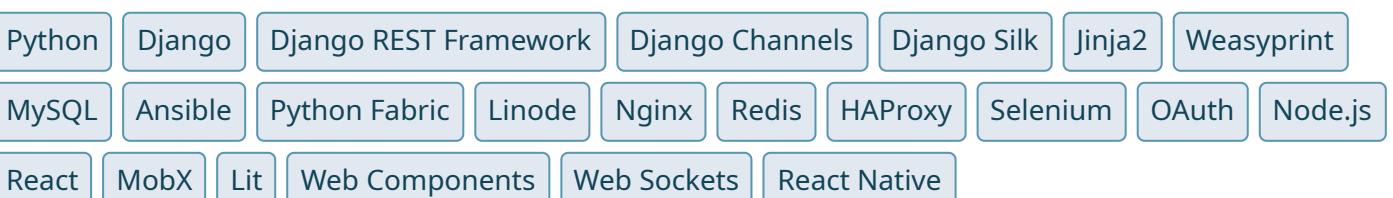
⚙ Technical Innovation	🌐 Market Expansion
Customized Django codebase for maintaining backward compatibility with old PHP system & database	Created internationalization capabilities enabling market expansion to Eurozone countries

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	🔍 Search Innovation
Directed agile/scrum methodology while designing complete platform in consultation with non-technical founders	Developed industry-first Elasticsearch-powered search engine filtering & sorting hundreds of thousands of tenders

🖥 Data Automation	💲 Revenue Model
Engineered automated web crawling system importing & transforming thousands of tenders daily into structured data	Built subscription-based authentication system with recurring payments supporting business market entry

Technologies Used:

Python   Django   Django REST Framework   Django Celery   Python Requests   MySQL
Beautifulsoup   Elasticsearch   Linode   Nginx   Node.js   React   Vue.js   Webpack

Professional Experience 🌐

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) in 5 months handling 15%+ of bookings within first 3 months
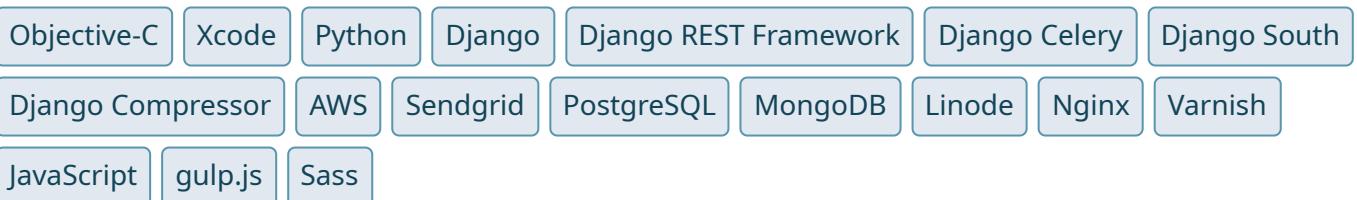
📱 **Mobile App Development**

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:
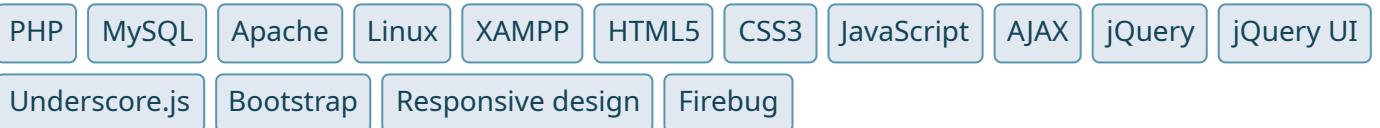
🗣 Client Delivery	🔧 Frontend & CMS Development
Delivered web projects for major clients (Bol.com, Gemeente Amsterdam) as part of company's top Scrum team	Developed advanced frontend & UI / UX skills supporting user engagement & client satisfaction

Technologies Used:

PHP   MySQL   Apache   Linux   XAMPP   HTML5   CSS3   JavaScript   AJAX   jQuery   jQuery UI

Underscore.js   Bootstrap   Responsive design   Firebug

Professional Experience

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	👥 Team Collaboration & Growth
Implemented payment integrations, internationalization, and optimized MySQL database structures & queries	Advanced from junior to mid-level in 10+ developer team, contributing to large-scale PHP codebase

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.