

# 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

Managed development teams of 3-5 developers using agile methodologies and strict code review processes

### Platform Scalability

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

Established comprehensive testing suite (+80% coverage) and CI/CD system enabling reliable regular releases

### Payment Integration

Implemented payment integrations with multiple providers, processing tens of millions in transactions

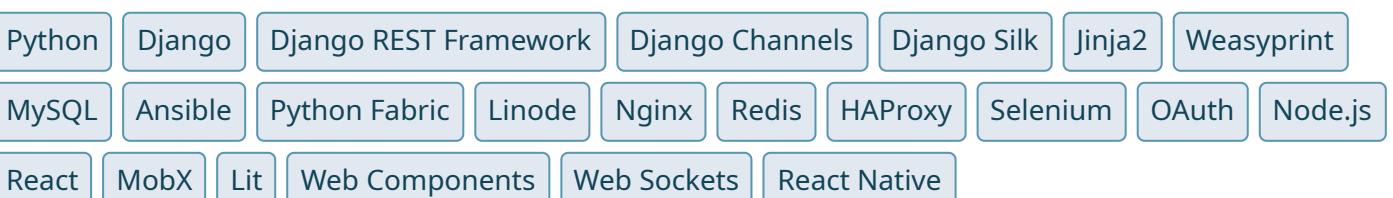
### Technical Innovation

Customized Django codebase for maintaining backward compatibility with old PHP system & database

### Market Expansion

Created internationalization capabilities enabling market expansion to Eurozone countries

## Technologies Used:





## 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 filtering & sorting 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 recurring payments supporting business market entry

### Technologies Used:





## TravelBird

👤 Senior Full Stack     📅 Mar 2013 - Aug 2014

🏢 Online Travel Agent     📍 Amsterdam, The Netherlands

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



TravelBird

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

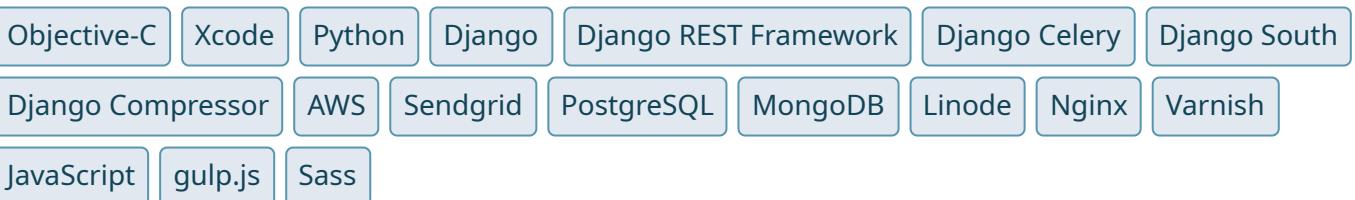
#### 📱 Mobile App Development

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:





## SWIS

👤 Mid-level Web Developer     📅 Aug 2011 - Feb 2013  
🏢 Web Development Agency     💎 Leiden, The Netherlands  
✉️ [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

Delivered web projects for major clients (Bol.com, Gemeente Amsterdam) as part of company's top Scrum team

#### ⌚ Frontend & CMS Development

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



## Gamepoint

Junior / Mid-level Web Developer    Jun 2007 - Jun 2011

Casual Gaming / Community    The Hague, The Netherlands

gamepoint.biz/



**GamePoint**

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

### 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.