

Chipta

Lead Developer Sep 2014 - Jun 2024

Ticketing Service Amsterdam, NL

Led technical development and team management for innovative ticketing platform over 10 years, scaling from concept to processing thousands of orders per minute. Managed development teams of 3-5 developers while optimizing platform performance by 30-60%, implementing comprehensive testing suites, and orchestrating CI/CD systems. Built React Native mobile apps that increased revenue by 40%, modernized frontend interfaces increasing user engagement by 30%, and integrated critical payment systems processing tens of millions in transactions.

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 |
|  Market Expansion |  Market Expansion |
| 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 quality testing suite using Django and Selenium (+80% coverage) decreasing regression bugs by about 95% | Orchestrated CI/CD systems on Linode using Ansible & Python, reducing deploy time by +60%, enabling regular releases |
|  System Reliability |  Technical Innovation |
| Coordinated development environment setup of 4 Docker microservices in Docker Compose, streamlining onboarding | Customized Django codebase for maintaining backward compatibility with old PHP system & database |
|  Market Expansion |  Market Expansion |
| Integrated Zoom with OAuth, enabling clients to organize automatically managed online events with Zoom | Implemented TicketSwap REST APIs using DRF, allowing users to validate authenticity of 2nd hand tickets |
|  Payment Integration |  Market Expansion |
| Guided payment service integrations (Mollie, Pay.nl, Paypal), processing tens of millions in payment transactions | Improved internationalization features (language, country & timezone) enabling market expansion to Eurozone countries |

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

Technologies Used:





Tender-it

👤 Lead Developer (part time)

📅 Mar 2015 - Jun 2022

🏢 Tender/Procurement Discovery Platform 📍 Amsterdam, NL



Built comprehensive tender discovery platform from scratch as part-time lead developer, designing complete platform using agile methodology in consultation with non-technical founders. Developed industry-first Elasticsearch-powered search engine filtering hundreds of thousands of tenders, engineered automated web crawling systems importing thousands of tenders daily, and implemented subscription-based revenue model with recurring payments and automated notification systems.

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/



Contributed to mobile app development during time of travel industry mobile adoption, shipping native iOS booking app in scrum team that handled 15%+ of bookings within first 3 months. Designed REST API using Django REST Framework deployed on AWS to accommodate new iOS & Android apps and mobile website.

Key Achievements:

📱 Mobile App Development

Shipped 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

Built 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/



Delivered web projects for major clients including Bol.com and Gemeente Amsterdam as part of company's best performing Scrum team out of 5 teams. Cultivated advanced frontend & UX skills with jQuery & CSS3, significantly increasing user product engagement and client satisfaction while maintaining agency's reputation for quality delivery.

Key Achievements:

📦 Client Delivery

Delivered 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/



Progressed from junior to mid-level developer within a 10+ developer team at established gaming community platform serving hundreds of thousands of users. Implemented payment integrations and internationalization features, optimized MySQL database structures & queries, and maintained large-scale PHP codebase & Linux server setup while contributing to platform stability and feature development.

Key Achievements:

📦 Platform Development

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

👥 Team Collaboration & Growth

Promoted to mid-level developer in 10+ developer team, maintaining 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.