

Rik Wanders

Senior Full Stack Developer

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SUMMARY

Dutch Senior Full Stack Developer residing in Spain, with 18+ years experience specializing in Python & Node.js ecosystems. Experienced in scaling complex, high-traffic & data heavy applications and leading development teams. Passionate about UX design and a love for designing DevOps & CI/CD systems. 5+ years remote work experience.

WORK EXPERIENCE

Lead Developer

Sep 2014 - Jun 2024

Chipta (Ticketing Service) · Amsterdam, The Netherlands

- 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%
- Established testing suite using Django and Selenium (+80% coverage) boosting development delivery speed with 30%
- Orchestrated CI/CD systems on Linode, using Ansible & Python, enabling reliable regular deployment and releases
- 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
- Customized Django codebase for maintaining backward compatibility with old PHP system & database
- Created internationalization capabilities enabling market expansion to Eurozone countries

Lead Developer (part time)

Mar 2015 - Jun 2022

Tender-it (Tender Discovery Platform) · Amsterdam, The Netherlands

- Directed agile/scrum methodology while designing complete platform in consultation with non-technical founders
- Developed industry-first Elasticsearch-powered search engine for filtering & scoring hundreds of thousands of tenders
- Engineered automated web crawling system importing & transforming thousands of tenders daily into structured data
- Built subscription-based authentication system with monthly & yearly recurring payments supporting business model
- Enhanced frontend UX design in coordination with frontend developer using Vue.js, fostering professional aesthetic

Senior Full Stack

Mar 2013 - Aug 2014

TravelBird (Online Travel Agent) · Amsterdam, The Netherlands

- Delivered native iOS booking app in scrum team (4) within 5 months handling 15%+ of bookings within first 3 months
- Designed REST API using Django REST Framework, accommodating new iOS & Android apps and mobile website
- Worked on comprehensive email marketing system supporting customer acquisition and retention campaigns

Mid-level Web Developer

Aug 2011 - Feb 2013

SWIS (Web Development Agency) · Leiden, The Netherlands

- Completed web projects for major clients (Bol.com, Gemeente Amsterdam) as part of company's best of 5 Scrum teams
- Cultivated advanced frontend & UI / UX skills with jQuery, supporting user product engagement & client satisfaction

Junior / Mid-level Web Developer

Jun 2007 - Jun 2011

Gamepoint (Casual Gaming Community) · The Hague, The Netherlands

- 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 & Linux servers setup

TECHNICAL SKILLS

• Frontend:

JavaScript, Node.js, TypeScript, React, React Native, Svelte, Jest, Web Components, Tailwind CSS, Sass

• Databases:

• Backend:

Python, Django, Flask, FastAPI, RESTful API & LLM integrations, Celery, Silk, BeautifulSoup, pytest

• Development tools:

PostgreSQL, MySQL, MariaDB, SQLite, SQL optimization, MongoDB, Elasticsearch

- **DevOps:**

Docker (Compose), CI/CD, Ansible, GitHub Actions, Serverless functions

- **Serving, Caching & Load Balancing:**

Nginx, Varnish, Redis, Memcached, HAProxy

Git, GitHub, GitHub Flow, Claude Code, Cursor, VSCode, Neovim

- **Cloud Platforms:**

Vercel, Linode, AWS

- **Additional Languages:**

Shell / Bash, Lua, C, Objective-C, PHP