

# Koen Schoute

## Software Development

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1992-05-18



*Medior Frontend Developer and Open Source Enthusiast*

### About me

My name is Koen, I am a frontend developer based in Amsterdam, passionate about building innovative and efficient web solutions. While I want to continue growing in frontend in the short term, I would also like to grow into a fullstack role in the long term. I am detail-oriented, enjoy getting things 'right' the first time, and love learning about new technologies.

### Skills

- Frontend Experienced with Vue.js, Bootstrap, Tailwind, and Twig. Also experienced with 'raw' HTML, CSS, and JavaScript
- Drupal Experienced with Drupal configuration and Drupal-specific frontend development.
- Methodologies Experienced in Agile workflows and continuous integration.
- C# Minimal experience with the C# and .NET framework, in combination with microservices, T-SQL, and web technologies.
- Operating Systems Experienced with Linux (since 2008), Windows and MacOS

### Experience

- Aug 2022–Present **Web Development, Synetic, Haarlem**  
Web development within an agency focusing on enterprise customers. Gained experience in Drupal, Twig, Tailwind, and Vue.js. I also safeguarded our ISO 27001 certification. I learned to work in a dynamic environment with frequently shifting priorities.
- Feb 2022–Aug 2022 **Graduation Internship, Synetic, Haarlem**  
I conducted research to determine if the Web Components standard could be used to create a framework-independent library of standard components for multiple customers.
- Dec 2017–Aug 2019 **Software Development, EY, Amsterdam**  
Gained experience as a software developer in a corporate culture. My focus was on use-case-specific modifications to our internal workflow management product.  
Technology involved: C#, ASP.NET(MVC), HTML, JavaScript, T-SQL
- feb 2014–jun 2014 **Internship Software Development, Heemskerk Innovative Technology, Nieuwegein**  
Internship, investigation of integration ROS (linux based real time middleware) and haptic robot controller with Windows-based robot simulation. The purpose was to be able to seamlessly switch between controlling an simulation or controlling an actual robot.  
Technology involved: RedHat Linux, C++.

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## Education

- 2021-2022 **Technical Computer Science**, *Hogeschool van Amsterdam*, Amsterdam  
Graduated from Technical Computer Science
- 2020-2021 **Audio Engineer**, *Instituut voor Audio- en Belichtingstechniek*, Utrecht
- 2012-2016 **Technical Computer Science**, *Hogeschool van Amsterdam*, Amsterdam  
Studied computer science with a focus on embedded software development

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## Languages

Dutch    Fluent

English    Professional