Koen Schoute

Software Development

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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 Experienced with Linux (since 2008), Windows and MacOS Systems

Experience

Aug Web Development, Synetic, Haarlem

2022–Present 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 **Graduation Internship**, *Synetic*, Haarlem

2022—Aug I conducted research to determine if the Web Components standard could be used to create 2022 a framework-independent library of standard components for multiple customers.

Mar **Junior C# Development**, eVerbinding, Woerden

2020–Sep C# Backend development for automated invoicing and administration 2020

Sep 2019–Feb Web Development, Kroot.dev, Utrecht

2020 Vue.js web application development in a startup. Technology involved: HTML, CSS, JavaScript, Vue.js

Dec **Software Development**, *EY*, Amsterdam

2017-Aug Gained experience as a software developer in a corporate culture. My focus was on use-case-

2019 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
2014
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++.

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

Languages

Dutch Fluent

English Professional