Wesley Blijlevens Curriculum Vitae

Personal details

Full name	W.N.F. (Wesley) Blijlevens
Function	Front-end developer
City of residence	Amsterdam / Rotterdam
Date of birth	31-03-86
Nationality	Dutch
Languages	Dutch, English

Profile

Education

HBO Informatica	2009-2012
MBO multimedia design	2003-2007

Workshops

DBD 1 (didactics) by NIVO

Domains

B2C	●●●○○
DDD	●●○○○
Financial services	●●●●○
Education	●●●●○
Gaming	●●●●●
User Experience Design	●●●●○

Roles

Front-end developer	●●●●○
Back-end developer	●●●○○

Skills

Methods & frameworks

Interaction Design	●●●●○
User Interface Design	●●●●○
OOP	●●●●○
Modular code	●●●●○
Cross browser (debugging)	●●●●○
Responsive design/Mobile first	●●●●○

Programming languages

CSS3 and HTML5	●●●●●
JavaScript	●●●●●
React	●●●○○
Typescript	●●●●○

Frameworks

CSS preprocessors: SASS	●●●●○
Gulp, Webpack	●●●●○
Tridion SDL	●●●○○

Tools

Visual Studio (Code), Brackets,	●●●●○
Photoshop, Illustrator	●●●●●

About me

I see myself as a creative and technical person and a team player with great responsibility for the projects I work on. A healthy and enthusiastic working environment is important to me so that everybody is fully motivated. I feel responsible for the projects and products that I deliver which motivates me to work efficiently and dedicated towards good end products.

Since high school I had an interest in design & technology, from that time I have been working on building and designing websites, I'm also skilled in 3D design. It gives me energy to come up with ideas and bring them to life.

In 2007 I graduated from the school of Art & design where I got my diploma for "*Design & Technology*". In my spare time I was already dedicated to develop my skills and knowledge related to multimedia. I had a great desire to develop my skills even further, so I applied to the University of Applied science where I gained my bachelor degree in Rotterdam.

I have a broad interest in development such as DDD (Domain Driven Design) and TDD (Test Driven Design) and strive to apply this when possible. Besides this I like to write readable and clean code as much as possible. With my creativity and technical skills, I try to distinguish myself.

Personal characteristics

I have worked on simple and complex products and environments. I like a challenge and deal with setbacks as good as possible. I like to be part of a team that strives for the highest quality possible so that I can learn and develop myself as well. I'm always motivated and always keep an eye on end user needs.

Project experience

Period	januari 2019 – April 2019
Client	Vertigo Arcade
Role	Front-end Engineer
Skills	React, JavaScript, Sass, Typescript
Situation	Vertigo creates VR games which are played in VR Arcade playing halls. Before a game can start a setup needs to be configured. In the setup you need configure different packs that the gamer carries on his back. The existing UI was not intuitive and not very attractive.
Activities	I created a prototype and new setup for the launcher called Haze, I also created the first designs for the launcher. After some iterations a new design was created, and new features where implemented making it possible to setup games in advanced and configure packs and assign gamers to a pack. The application was written in React and Sass combined with Typescript.

Period	juli 2018 – December 2018
Client	Binck Bank
Role	Front-end Engineer
Skills	React, Javascript, Less, C#, ImmutableJS
Situation	Binck has online trading tool called Protrader. This is a full scale online application for traders. It gives traders the ability to trade, create advanced orders, make prognosis with Tradingview and much more.
Activities	I was responsible for implementing new features and fixing bugs. I also made had to make some minor changes at the back-end.

Period	March 2018 - Today
Client	Van Dam
Role	Front-end Engineer
Skills	Ionic, Angular4, JavaScript, SASS
Situation	Van Dam is a company specialized in fire & explosive proof doors for oil platforms and ships. Currently when they apply maintenance they keep track of the status of the doors on paper. They reached out to us to develop a concept for an app to digitize this process.
Activities	I have built a proof of concept with Angular4 and the Ionic framework. For the PoC I designed different screens and flows that would work the best for the mechanics.

Period	January - February 2018
Client	Eurotransplant
Role	Front-end Engineer
Skills	Angular2, JavaScript, SASS & CSS
Situation	Eurotransplant currently uses an Oracle forms driven application to request urgent organ transplantations. The system is very old, not user friendly and not inventive. They asked me to come up with a new design and flow that works faster and is less error sensitive.
Activities	Together with a colleague I came up with a new design and flow to would fit in to the new architecture. The most challenging was to group information logically and represent them in a logical order. The testing and design was done in Angular4 and uses Angular Material Design to speed up the process.

VIVAT

Period	February - December 2017
Client	Vivat Insurances
Role	Front-end Engineer
Skills	AngularJS 1.6 component based, JavaScript, SASS&CSS
Situation	For the brand "Zwitserleven & Reaal" I have been working mostly on the funnels for clients who want to apply for a new insurance. I did this in a scrum team who had a back-end developer, middleware developer, Scrum master and two testers.
Activities	For almost a year we made a transition from regular AngularJS to AngularJS Component based and a more smoother release process. Most funnels where redesigned and rebuild by the team. Beside that we have tried to improve the workflow and release flow of the existing teams. Because of the use of components we worked more in a OOP code base, which laid the foundation for other funnels that needs a redesign or rebuild in the future.

pointlogic

Period	October - December 2016
Client	Pointlogic HR
Role	Front-end Engineer
Skills	Angular2 CLI, JavaScript, TypeScript, SASS, DevExpress
Situation	With the application "*f3:me*" both employer and employee get a clear insight of their secondary employee rights. It is an panel that gives an overview of their current available day offs, products they order or can adjust their needs. They build the previous interface with WPF and this has been replaced with Angular2 to give a better performance and user experience.
Activitities	First a mockup was built with JQuery and HTML. I rebuild the demo to a working application with Angular2-CLI combined with bootstrap4 and SASS. Beside this I integrated the DevExpress framework which makes it easy to generate visual charts. The application is used for mobile and for tablet as well.

Eurotransplant

Period	September 2016
Client	Eurotransplant, Luminis Rotterdam

Role	Front-end Engineer
Skills	Angular2, Webpack, JavaScript, TypeScript
Situation	Eurotransplant keeps track of patients who have received new organs and how their condition is at the moment. For every organ there is a different system which also uses an old technique. They have asked us to come up with a design and technical solution to simplify the architecture and user interface.
Activities	When we started building this application Angular2 was not officially released which caused some hick ups in the setup. We chose to use Webpack and Bootstrap4 combined with CSS. For the demo I build several pages and functionalities such as, search, filtering and adding new items to the database.

Period	August 2016
Client	Nederlandse Energie Maatschappij
Role	Front-end Engineer
Skills	Angular2, Webpack, JavaScript, TypeScript
Situation	The department of Risk management & Strategy asked me and my colleague to develop a PoC for their risk analyses. They wanted to see what web technology could do for them. The most important goal was to see the application speed and how easy it is to use.
Activities	To create a solid real time experience we used Angular2 combined with Webpack. I programmed the logic of the application adjusting charts based on the user input. We used HTML5, CSS3 and also Bootstrap4.

Period	July 2016
Client	Luminis Rotterdam
Role	Front-end developer
Skills	HTML5 & CSS3, PHP, WordPress, Vagrant
Situation	De website of Luminis Rotterdam needed to be redesigned and improved. The goal was to make it work smooth on mobile and desktop. We used an OTAP-construction and to make this work we used Virtualbox en Vagrant.
Activities	I worked with our UX-designer to see how we could improve the quality of the website. We did not only look at the technical aspects but also at the visuals, user experience and SEO. This resulted in a very good mobile experience, all created in the CMS-system Wordpress.
Link	https://rotterdam.luminis.eu/

Period	July 2015 – January 2016
Client	Robeco
Role	Front-end developer
Skills	Tridion SDL, JavaScript, JQuery, Responsive design, Automated testing with Selenium, SCRUM, Java, HTML & CSS3.

Situation	At Robeco I was part of the Retail Scrum team being a Front-end developer. The team is responsible for all changes made to the Dutch website of Robeco. We did this together with our colleagues in Romania. When I applied to this role they asked me to see where changes could be made in the development process to speed up the release to market. I also gave internal workshop's to several employees to train them in JavaScript.
Activities	The Daily activities where mostly building functionalities for the website, built with JavaScript, HTML and CSS. The workflow was done according to an OTAP construction inside the software Tridion. One of the biggest functionality I build was the Cookie Banner and setting the consent for it. I'm proud of the changes I released within the process for working and releasing. At the end it resulted in better quality and a quicker time to market.
Link	http://www.robeco.nl

Period	September 2012 – July 2017
Client	University of Applied Science
Role	Teacher Informatica
Skills	Java, C#, HTML5, CSS and JavaScript
Situation	As a former part-time teacher I gave different classes such as JavaScript & HTML, Java and basic programming. I also supported students working on their thesis for both full time and part time students. Nowadays I only do assessments for part time students.
Activities	The classes are very broad but mainly were teaching the languages Java, JavaScript, HTML & CSS. I also did support for projects, assessments and thesis support for students.
Link	http://www.hro.nl/

Period	August 2012 – December 2014
Client	Blue Label Studio
Role	Developer, Game director & Designer
Skills	Python, Blender
Situation	For two years me and ten colleagues worked on my debut game called "*I Will Escape*". The games was launched at 22 December 2014 on the platform Steam. During these two years I was responsible for the production and management of the game and team. We were a young team existing of various disciplines working fully dedicated on our game. We used Kanban as planning method.
Activities	Because we were such a small company the tasks we did where very broad. Designing concepts and ideas where my main task. Besides that I also did programming in Python. When we came near release of our game testing and bug fixing became our main focus.

Period	July 2009 – August 2009
Client	Playlogic
Role	Technisch Game Designer
Skills	Unreal Engine, Kismet (visual programming)
Situation	Playlogic was one of the biggest game developing companies in the Netherlands based in Breda. For their cross platform title "*Fairy Tale Fights*" they needed some extra people to help finishing the game on time. I was hired as freelance technical game developer working in an international team from various countries and disciplines.
Activities	The main task was bug fixing and testing with the visual programming language Kistmet.
Link	https://www.playlogic.nl

Period	August 2008 – July 2012
Client	Blue Label Design
Role	Front-end developer, Designer
Skills	HTML, CSS, Responsive design, Wordpress
Situation	In 2008 I started my own company named Blue Label Design. For four years I designed and developed multimedia products and designed brands for small companies. After those four years I started focusing on the development of video games.
Activities	Most work existed of creating and designing websites with HTML, CSS and using Wordpress. For the designing part I used Illustrator and Photoshop.