

Personal details

Full name W.N.F. (Wesley) Blijlevens

Function Front-end developer

City of residence Amsterdam / Rotterdam

Date of birth31-03-86NationalityDutch

Languages Dutch, English



Profile

Education

HBO Informatica	2009-2012
MBO multimedia design	2003-2007

Workshops

Docker	2016
Workshop ASP.net Core	2016

Domains

B2C	••••
TDD	••••
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

••••
••••
••••
••••
••••

Frameworks

CSS preprocessors: SASS	••••
Bootstrap	••••
jQuery	••••
Gulp, Webpack	••••
Tridion SDL	••••
React	••••
Angular (2 and 4)	••••

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 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 Angular 2CLI, 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.



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/

ROBECO

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/

Blue Label Studio

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.



Period January 2008 – July 2008

Client PaperWorq

Role Front-end developer
Skills HTML, CSS, PHP

Situation Next to my full time job as a game developer at Coded Illusions I had a part time job at

PaperWorq. PaperWorq was a startup multimedia company focused on creating multimedia products. We were with just 3 persons me as developer a designer and the owner who

created most content.

Activities Most products we build were done with HTML/CSS and PHP and were build for small

companies.