Ian Wijma

Details

Address

Canberra 2913
Australia

Email

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Website

[Website](#)

Soft Skills

Public Speaking
Guiding Peers
Researching
Documenting
Perspective
Discussions
Asking Questions

Languages

English
Dutch
Australian
Twents (Dialect)

Links

[Github](#)
[Linkedin](#)
[Twitter](#)
[Website](#)
[Indeed.com](#)

About Me

With my years of experience designing, developing and guiding peers, I bring customer-oriented features to your company, while enabling my peers to excel in their position. My passion is sharing my findings from exploring new and existing technologies. Which I do multiple times a week.

Employment History

Technical Lead at Maropost

Employment: March 2023 - Present

As a Tech Lead at Maropost I found myself successfully guiding peers, working out EPICs to a point where teams understood what and why certain changes needed to happen. Additionally I've found myself guiding whole teams from across the business ask for my guidance around topics like feature toggles and the concept behind writing behavioural tests. Besides all of this I also worked myself on spikes and tasks to help the team I worked with to successfully complete sprints.

Responsibilities:
- Design, breakdown and provide guidance around new systems.
- Provide guidance to enable peers to grow within their job.
- Breaking down a legacy systems into microservices.
- Writing, reviewing and documenting new and existing projects and systems.

Technologies:
- Backend (PHP, Perl, NodeJS, Ruby, Bash)
- Frontend (JS/TS, React (TS/JS), MicroUI, Custom component library, Redux)
- DevOps (Terraform, AWS, S3, Cloudflare, Ruby, Bash, NodeJS)
- Polyglot (PHP, JS/TS, React (TS/JS), Perl, Ruby, Bash)
- TDD & BDD (PHPUnit, Behat, Testing Library, In house perl unit test framework)

Achievements:
- Enable teams to excel with the company.
- Design and develop understandable microservices.
- Presenting and providing technical insight into various technical or non-technical topics.
- Being able to understand business requirement, and help product create new features.
- Helping 3rd parties and partners to integrate with the Australian market (Stripe & ShipEngine)

Software Developer at Maropost

Employment: October 2021 - March 2023

I started off as a Software Developer at Maropost, but quickly found myself guiding the people who started around the same date is me. This is because I love helping peers out and do so successfully, as I'm able to quickly learn new systems. I found myself often documenting legacy systems and work on improvements around Inventory systems, marketplace integrations and working on microservices.

Responsibilities:
- Design, develop & maintain microservice APIs & micro UIs.
- Maintain a legacy system written in Perl and PHP.
- Create a foundation to easily create online exhibitions for the public.

Technologies:
- PHP (Symfony, Laravel, Scripts)
- JS/TS (ReactJS, in-house component library, MicroUI)
- TDD & BDD (PHPUnit, Behat, In house perl unit test framework)
- Polyglot (PHP, JS/TS, React (TS/JS), Perl, Ruby, Bash)
- Hosting (Terraform, AWS, S3, Cloudflare)

Achievements:
- Seeing impacts of mentoring peers.
- Integrating with 3rd party APIs (Amazon, Catch, ShipEngine).
- Being able to contribute to teams outside of development.
- Understanding and innovating on business ideas.

Frontend Developer at Australian War Memorial

Employment: March 2021 - September 2021

The Australian War Memorial is Australia's national memorial to the members of its armed forces and supporting organisations who have died or participated in wars involving the Commonwealth of Australia and some conflicts involving personnel from the Australian colonies before Federation.

Responsibilities:
- Co-design & being the sole developer on the online exhibitions like navy.awm.gov.au & awm.gov.au/3dtreasures
- Design & develop transcription tools for images, video and audio.
- Create a foundation to easily create online exhibitions for the public.

Technologies:
- JavaScript (NodeJS, React, NextJS, Framer Motion, KonvaJS)
- CSS (PostCSS, TailwindCSS)
- Github (Git, Contributing to Open Source)
- Hosting (AWS, Amplify, Machine Learning)

Achievements:
- Working closely with designers to create exciting exhibitions.
- Using machine learning to aid with the transcription of multimedia.
- Mastering React to a level I can teach others React.

Senior Software Developer at StoreKeeper Company B.V.

Employment: July 2018 - December 2020

StoreKeeper B.V. builds the similar named API first eCommerce SAAS solution StoreKeeper. They provide solutions ranging from Webshops for online to POS systems for in the stores. Because it's team was small I worked on everything, ranging from the Backend, Admin panel, Apps, Integrations, POS systems, CI/DC and DevOps. This enabled me to have a broad understanding of everything in a the software development cycle. From creating the initial wireframe mockups, it's design to the deployment and delivery of new and existing systems.

Responsibilities:
- Design and develop new features
- Design and implement DevOps tools (CI/CD)
- Guiding new and junior developers
- Simplify complex UI

Technologies:
- Frontend (BackboneJS, Marionette, VueJS, ReactJS, React Native, Cordova, Typescript)
- Backend (Symfony, PHP, Laravel, PostgreSQL, MySQL, Bash)
- Tools (Linux, Debian, Mercurial, Bash, Git)
- Devops (Linux Servers, CI/CD, Teams City)

Achievements:
- Design and deploy a cash register with full hardware integration.
- Being the primary contact person for universities and schools around ongoing intern projects.
- Communicate with stakeholders and customers.

Software Developer at Upx Systems B.V.

Employment: August 2015 - July 2018

I started off at UPX Systems B.V. as a software developer, where I worked with the Businesses and Universities on these projects from their first mockups, to it's delivery. These projects were after transformed into SAAS products after it's delivery, which paid for it's continued development cycle. These project include CRM & HR systems, Internal social media platforms, health oriented apps, Product Database for production companies and a eCommerce platform.

Responsibilities:
- Communicate with the customer
- Design, develop and deliver custom solutions
- Work in a team of developers, designers, and marketing
- Guiding and work with developer interns

Technologies:
- Frontend (BackboneJS, Marionette, Cordova, jQuery, ReactJS)
- Backend (Symfony, PHP, NodeJS, Bash, Cron)
- Tools (Linux, Debian, Mercurial, Bash, Git)

Achievements:
- Orienting and guiding interns into their professional career.
- Growing from a hobbyist to a professional programmer.

Trainee Software Developer at Nubium

Employment: January 2015 - July 2015

Nubium is a company that does online marketing and web development. They had their own custom CMS, building multiple products on top of it. Around the end of my internship here I also got to play around with some Java applet that was communicating with a Chrome extension.

Responsibilities:
* Converting customer sites to be mobile friendly
* Making minor changes to customer sites using HTML5 and CSS3

Technologies:
* PHP (In house CMS)
* JS (JQuery, Boostrap)
* Styling (Boostrap, CSS3)
* HTML (HTML5, In house templating engine, Boostrap)
* Hosting (FTP, Linux, Windows Server)

Achievements:
* Successfully creating responsive or mobiles sites.
* Getting a Java applet to communicate with a Chrome extension.

Education

Diploma of Software Development from ROC van Twente

In class: 2012 - 2015

Once I finished my IT support study, I decided to lean on my interest in programming. Due to my prior knowledge of programming in my own time, this study was boring and repetitive for me. After graduating with ease and my internship with Nubium, I decided to learn while working. So I started working full time for Upx Systems B.V.

Diploma of IT support from ROC van Twente

In class: 2010 - 2012

Here I learned everything about IT support, communicating with non-technical people and working with hardware (servers, desktops and laptops). Because of my interest in computers from a young age, this was an easy study.