Klaas Pieter Annema

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Summary

I'm a product engineer. This means I care more about the product and less about the underlying technology.

For me writing code is just a part of the job. I also talk to users, learn the entire stack, get involved with design, and develop an opinion on what needs to exist in the world.

Experience

✨🔆 Lead Engineer

hollarhype

May 2024 - Present (4 months)
Restart the development of a Rails backend, Swift iOS app and Kotlin/Java Android codebases getting the product back to an MVP usable state.

Major contributions:

- Added content moderation APIs and UIs
- Implemented the new design system in iOS
- Added sound post-processing to boost spoken audio messages
- Debugged an issue that prevented hypes from playing under specific circumstances on iOS
- Changed the authentication flow to support users without US/CA phone numbers
- Collaborate with CEO and CTO to determine and build MVP and MMP (minimal marketable product)

🙂 Software Developer

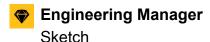Puzzmo

Nov 2023 - Feb 2024 (4 months)
- Built preroll video ads for non paid users which required a rearchitecting of how games start
- Finalized partner pages (puzzmo.com/+/polygon) giving marketing control over partner colors/logo placement/back button and more.
- Improved ad impressions by fixing issues that prevented ads from showing
- Implemented an API and frontend for a weather.com widget on the today page

💎 Senior Mac Developer

Sketch

Dec 2021 - Nov 2023 (2 years)
I was responsible for bringing Sketch back to the Mac App Store. I added the ability to sign up and subscribe directly from the Mac app while maintaining compatibility with existing subscription and licensing flows.

💎 Engineering Manager

Sketch

May 2021 - Mar 2022 (11 months)
I led a team of frontend, backend developers and designers on the onboarding
team. As well as supporting the business-side of things (SSO, invoice billing, etc) we also shipped two
factor authentication.

Senior Frontend Developer
Sketch

Jan 2019 - May 2021 (2 years 5 months)
I worked on the Sketch web app taking it from an app that could display images of your Sketch
document to the app that allows users to inspect designs, export assets, share feedback, manage
users, and invite guests.

Some of my contributions:
- built the first version of the sign up and payment flow
- contributed to the web inspector with a focus on layer measurements and later color variables
- took over the project from an agency and was part of scaling the team and project to 20+ developers.

Senior Software Developer
Seed

Oct 2016 - Oct 2018 (2 years 1 month)
I help build and maintain the Swift 4 iOS app and our React based web apps. Being the only person
outside of the US I helped define minimal processes that allow us to work effectively despite a 9 hour
time difference and hardly any overlap.

Senior Software Developer
thoughtbot

Jan 2016 - Aug 2016 (8 months)
At thoughtbot I worked on Swift iOS apps for clients and built Courier. A service to make push
notifications easier. Courier was built using Ruby, on Rails and Swift.

Lead Software Developer
Karma Mobility, Inc

Jun 2012 - Dec 2015 (3 years 7 months)
I helped built Karma, a nationwide mobile provider giving you internet wherever you go. I started as
front-end/full stack developer eventually moving on to leading the iOS and Android apps.

Enstore lead
Acclivity

Sep 2011 - Jun 2012 (10 months)
- Develop Cappuccino front-end for Enstore
- Develop AppEngine Python back-end for Enstore
- Develop Enstore node toolchain
- Develop Enstore Designer Mac application
- Official maintainer of the Cappuccino open source project

🛋 Developer
Sofa B.V.

Aug 2009 - Sep 2011 (2 years 2 months)
- Develop Cappuccino front-end for Enstore
- Develop Enstore node toolchain
- Develop Enstore Designer mac application
- Support designers with Javascript development
- Official maintainer of the Cappuccino open source project

🛋 Intern
Sofa B.V.

Jan 2009 - Aug 2009 (8 months)
- Develop AppEngine backend for Enstore
- General support for Versions (http://versionsapp.com)
- Support designers with Javascript development

🛋 Intern
Sofa B.V.

Sep 2008 - Dec 2008 (4 months)
- Develop framework to handle creditcard transactions
- Develop iPhone application to handle creditcard transactions

TNO Intern
TNO

Jun 2008 - Sep 2008 (4 months)
Develop content delivery prototype using infinite zooming

roc van twente Intern - Linux system administrator
ROC van Twente

Sep 2004 - Jun 2005 (10 months)
Research the capabilities of open-source in a educational environment.

Education

W Windesheim
Bachelor, Computer Sciences
2006 - 2009

SAXION Saxion University of Applied Sciences
Information Sciences
2005 - 2005

ROC van Twente
MBO, ICT

2002 - 2005

Skills

iOS Development • Web Development • TypeScript • SwiftUI • UIKit • Swift (Programming Language) • GraphQL • AppKit • React.js • Heroku