Kevin Renskers

The Netherlands

I build web and mobile products, and the APIs that power them.

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PROFILE

I'm a creative product-minded software engineer with a strong background in web development and backend systems, and a long-standing passion for good design and usability.

I enjoy working on the "back-of-the-front-end": building clean APIs, thoughtful data models, and well-structured systems that enable great user experiences. I care deeply about API design, documentation, and code quality, and I value pragmatic solutions that balance clarity, maintainability, and performance.

My focus is firmly on web and backend development using Python, Django, and modern JavaScript/TypeScript frameworks, while my background in mobile development continues to inform how I think about product design.

I've been online since 1994, creating websites since 2000 and iOS apps since 2010. My portfolio and open source projects can be found at www.loopwerk.io.

INTERESTS

- Games, movies and TV shows
- Tabletop roleplaying games
- Music
- Photography
- Architecture, art and art history
- Traveling
- Books

SKILLS

- Python, Django, Django REST Framework, Channels
- TypeScript, JavaScript, Svelte / SvelteKit
- HTML, htmx, Alpine.js, CSS, Tailwind
- Node.js, Express, Socket.io
- Debian, Ubuntu, Nginx, PostgreSQL, Coolify
- GitHub Actions, CircleCI, SemaphoreCI, Bitrise
- Swift, SwiftUI, Objective-C, UIKit, Vapor

LANGUAGES

- Dutch (mother tongue)
- English (fluent)
- German (beginner)

EXPERIENCE

Freelance developer, Loopwerk, 100% remote
September 2016 - present

Building web applications with TypeScript and Python (I love SvelteKit and Django), and iOS apps in Swift for international clients. As one client put it: an expert tech generalist with a strong sense of product ownership.

Some of my recent projects (for a full list please check out www.loopwerk.io/apps/):

Sound Radix (TypeScript, Python)
I took over development and maintenance of soundradix.com (TypeScript/SvelteKit), and their backend (Python/Django). As one of my first tasks I rewrote the frontend from JavaScript to TypeScript and added a lot of unit tests on both the frontend and the backend. These changes made future development a lot easier. One of my biggest projects was rewriting the entire webshop from Django Oscar to a fully custom-built system. This enabled features that were previously impossible, significantly improved performance, and had a noticeable positive impact on yearly revenue. We also redesigned the shop administration and reporting tools, making sales insights far more accessible and reducing operational overhead.

Sentry (Objective-C)
In 2012, I built the very first version of Sentry's iOS SDK in Objective-C. The project was later adopted by Sentry and eventually replaced by a new SDK built from scratch. In 2022, I was hired to work on this second-generation SDK, where I contributed extensively (100+ pull requests), including features such as out-of-memory crash reporting. I remain one of the top contributors to the project.

WeTransfer (Swift)
I was part of the team that refactored the core architecture of the iOS app to MVVM-C (Model-View-ViewModel plus coordinators). Before this there were multiple architectures in place in different features of the app, all built by different teams in different times, which made maintenance quite difficult and annoying. By adopting a universal architecture we simplified all future development, allowing WeTransfer to move faster without breaking things.

Critical Notes (TypeScript, Python)
This is a project owned by myself, initially created for myself, but it found an audience of paid subscribers. Critical Notes is a note-taking tool for role-playing games such as Dungeons and Dragons, using Stripe for paid subscriptions. It's built using SvelteKit on the frontend and Django REST Framework on the backend.

Skippit (Swift)
Skippit was the first dating app where people would have video calls within the app after they matched. I built the entire app, including the Tinder-like swiping interface and the video calls.

Unilever (Swift)
For Unilever I worked on Tessa, which was a mobile app where people could scan their grocery store receipts, and they'd get points for any Unilever products. With these points they could then get discounts and gifts. A lot of work went into creating a custom interface to make the scanning of very long receipts user-friendly.

Last.fm scrobbler (Objective-C, Swift)
I've built and maintained two official scrobbler apps for iOS and iPadOS. The first one was written in Objective-C, and the second was a complete redesign, re-written in Swift. Last.fm is my first and oldest client, and we still work together on app updates. The most recent update brought listening reports into the app, which was a huge undertaking.

Lead developer, Gangverk, Reykjavik
January 2012 - August 2016 (4 years 8 months)

Building iOS apps and Python backends for CBS Interactive, CBS Local and their brands like Radio.com, Last.fm, MetroLyrics, Tailgate Fan and Live on Letterman as well as Icelandic clients like Síminn.

I was the lead developer on multiple big iOS projects with 2 or 3 members on the team and I've also started and maintained multiple open source projects on https://github.com/gangverk.

From early 2014 on I worked full-time on Sling, Gangverk's communication and scheduling tool for non-desk workers. I was the lead developer on the web app, and I also worked on the native iOS app.

Senior Python developer, Getlogic, Groningen
June 2011 - December 2011 (7 months)

Python / iOS developer, Goldmund, Wyldebeast & Wunderliebe, Groningen
September 2009 - May 2011 (1 year 9 months)

PHP developer, DMM Websolutions, Groningen
March 2005 - August 2009 (4 years 6 months)

Freelance PHP developer, Dualdot, Groningen
June 2004 - December 2006 (2 years 7 months)

Junior PHP developer, University of Groningen
April 2001 - March 2003 (2 years)

VOLUNTEERING

Mentor for junior developers
January 2021 - present

In January 2021 I started a free Mentorship Program, where using one-on-one video calls, screen sharing and pair programming I help underprivileged people to level up as developers. I donate a few hours every week to do this. At first I focused on iOS, but in January of 2023 I changed the focus to web development using Python and TypeScript.