Kevin Renskers

The Netherlands

I make apps for iOS and the web, and the APIs that drive them.

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PROFILE

I'm a creative software developer with a passion for good usability and great design. I love working on intuitive, user friendly interfaces, especially on the "back-of-the-front-end" side of things: making stuff tick. I also love working on the back-end to create developer-friendly APIs for those apps.

Usability and design are always on my mind, both when creating new features and when solving big architectural problems.

I've been online since 1994, creating websites since 2000 and iOS apps since 2010. You can find my open source projects on www.loopwerk.io/projects/. A portfolio of the apps I created can be found on www.loopwerk.io/apps/.

INTERESTS

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

SKILLS

- Swift, SwiftUI, Vapor, Objective-C, UIKit, Xcode, Instruments
- TypeScript, JavaScript, Svelte / SvelteKit
- Python, Django, Django REST Framework, Ninja, Channels
- Node.js, Express, Socket.io
- HTML, HTMX, CSS, Less, Tailwind, websockets
- CircleCI, SemaphoreCI, Bitrise, GitHub Actions
- Debian, Ubuntu, Nginx, PostgreSQL, UFW, fail2ban, Coolify

LANGUAGES

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

EXPERIENCE

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

Building iOS apps in Swift, web apps with TypeScript (I love Svelte and SvelteKit), and their backends in Python (Django, Django REST Framework, Ninja) for international clients. Or as one client put it: an expert tech generalist.

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 (written in TypeScript and SvelteKit), and their backend (written in Python and 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 jobs was to rewrite the entire web shop from the open source Oscar system to a completely new and custom-built system, which enabled a host of new features in the shop previously impossible using Oscar, along with incredible performance improvements, which had a remarkable impact on yearly revenue. We also improved the administration of the shop and the ability for managers to get detailed sales reports, something that was previously very tedious and complex to do. These improvements greatly decreased costs.

Sentry (Objective-C)
Back in 2012 I built the very first version of Sentry's iOS SDK, written in Objective-C. This project was adopted by Sentry and later deprecated when they built a new version from scratch. In 2022 I was hired to work on this new version (also written in Objective-C) to add new features such as the reporting of out-of-memory crashes. I created over 100 pull requests and am still one of the top contributors to this 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.

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 iOS / JavaScript 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.