



# Luuk Schipperheijn

Creative developer

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luuk.computer

## Skills

### Programming languages

JavaScript, Python, Java, C++, SuperCollider, Max/MSP

### Frameworks / libraries / services

React, Gatsby, Node.js, Django, Android, React Native, Firebase, NGINX, Docker, Arduino, Processing, OpenFrameworks, Particle, THREE.js, Raspberry Pi

### Other skills

Interaction design, Concept development, Music production, Photoshop, Illustrator, Ableton Live

## Awards

### Creative Data

Dutch Creativity Awards  
2021

In collaboration with Fama Volat I created the TaxatieTruck. A driving LED sign that shows motorists the value of their car. Using license plate recognition.

### Dutch Design Award

Dutch Design Awards  
2020

MONNIE is a digital service that aids young people in dealing with late payments. For this project, I developed a React Native app and worked on the Firebase back-end.

### ACT Award

STRP  
2017

MGNT, an interactive audio-visual installation that won the first STRP ACT Award for Creative Technology, showcasing its festival-worthy appeal and alignment with the Senses & Sensors theme of the STRP Biënnale.

## Languages

Dutch	English
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## Links

<a href="#">Portfolio</a>	<a href="#">LinkedIn</a>	<a href="#">GitHub</a>
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## Summary

Creative developer with a broad range of experience encompassing front-end, back-end, and various programming languages and frameworks. Comfortable working on diverse project types, from mobile and web applications to desktop solutions, prototypes and production environments. Experienced in both solo and team settings, with a particular focus on contributing to the design process.

## Experience

<b>mot</b>	<b>2019 - present</b>
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Freelancer, Creative Developer

<https://mot.studio>

- Developed and maintained font-end and back-end for production level apps
- Built hardware and firmware for interactive installations for exhibitions
- Developed physical prototypes for testing interaction in one-week design sprints
- Developed ideas and concepts for interactive installations
- Tailored proposals to address specific client needs and objectives.

<b>Afdeling Buitengewone Zaken</b>	<b>2017 - 2019</b>
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Creative Developer

<https://afdelingbuitengewonezaken.nl/>

- Sole developer in a design firm, responsible for all development including websites, apps, and installations.
- Actively participated in design thinking processes to align technical implementation with creative objectives.
- Collaborated on prototyping and iterative design processes, providing technical insights to refine and improve design concepts
- Applied problem-solving skills to address unexpected challenges and keep projects on track.

<b>vpro</b>	<b>2016 - 2017</b>
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Creative Coder / Front-end Developer

<https://vpro.nl>

- Collaborated with the editorial staff of [vpro.nl](https://vpro.nl) to brainstorm and develop one-off interactives.
- Contributed to a large-scale project on [vpro.nl](https://vpro.nl) and its spin-offs, engaging with a high volume of users daily.
- Worked within a multidisciplinary team, collaborating with front-enders, back-enders, designers, and product owners.
- Gained expertise in a complex front-end stack and contributed to back-end development.
- Conducted research on optimization strategies and implemented findings.
- Engaged in a Scrum-type development methodology, participating in retrospectives and team activities.

<b>Cell[0]</b>	<b>2014 - 2016</b>
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Founder and Developer

<https://cell-0.com>

- Developed expertise in jumping into existing projects, rapidly adapting to existing codebases and providing valuable contributions to project success.
- Established and fostered a flat organizational structure collaboratively with fellow programmers, emphasizing a culture of shared responsibility, open communication, and streamlined decision-making processes.

<b>STEIM</b>	<b>2011</b>
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R&D Internship

<https://steim.org/>

- Collaborated on the development of both hardware and software components for musical instruments.
- Designed and implemented firmware for musical juggling balls, with a specific focus on optimizing accelerometer-based trigger functionality.

## Education

<b>STEIM / Royal Conservatory</b>	<b>2012 - 2013</b>	<b>Eindhoven University of Technology</b>	<b>2007 - 2011</b>
Instruments & Interfaces	Master	Industrial Design	Bachelor

<b>Udens College</b>	<b>2000 - 2007</b>
Natuur & Techniek	Gymnasium