Rick van Mook

Senior Creative Developer

Contact

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About

As a Creative Developer, I'm responsible for the front-end development of projects. I started my career in 2012 as a Flash developer at Momkai in Amsterdam. After three years, I switched my focus to JavaScript and, in 2013, joined Firstborn in New York. Throughout my career projects I've worked on have been acknowledged with Red Dot Design Awards, SXSWs, Addys, Ommas, Awwwards and FWAs.

Experience

Firstborn – New York City, United States *(4 years and 6 months)*

http://www.firstborn.com

- **Senior Creative Developer**, *June 2015 – present*

  Lead front-end developer and supporting VR developer.

- **Creative Developer**, *July 2013 – May 2015*

  Lead front-end developer and occasional sole front-end developer.

- **Developer Intern**, *December 2012 – July 2013*

  Supporting front-end developer and occasional sole front-end developer.

Momkai – Amsterdam, The Netherlands *(3 years and 4 months)*

http://www.momkai.com

- **Creative Developer**, *February 2012 – November 2012*

  Lead Flash and front-end developer, supporting front-end developer.

- **Junior Creative Developer**, *August 2009 – February 2012*

  Assistant Flash Developer and occasional Interaction Designer

- **Graduate Creative Developer**, *February 2009 – July 2009*

  Interaction Design and development for time tracking system.

Bright Alley IC – Amsterdam, The Netherlands *(6 months)*

no longer online

- **Intership**, *February 2008 – July 2008*

  Assistant Flash animation and assistant designer.

Education

Hogeschool van Utrecht – Utrecht, The Netherlands

Academy for Digital Communication, 2005 – 2010

Bachelor of Communication

Artevelde Hogeschool – Gent, Belgium

Graphic and Digital Media, August 2007 – February 2008

Minor

Avans Hogeschool – Breda, The Netherlands

Academy for Marketing and Business Management, 2004 – 2005

Incomplete

Skills

Programming Languages

- *JavaScript, including ES6, Browserify, RequireJS, CommonJS, React, Angular, jQuery and build systems such as Grunt, Gulp and Webpack.*
- *HTML5, including optimising for Desktop, Mobile and Tablet devices.*
- *CSS3, including preprocessors like SASS and Compass and CSS3 animations.*
- *Unity and C#*
- *Flash and ActionScript 3.0*

Work

Please visit my website for samples of my work:
http://rvmook.com/work