Curriculum vitae

Robbert Kooiman

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Personal

Name: Kooiman, Robbert

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Birth date: 27-06-1995

Birthplace: Utrecht

Nationality: Dutch

Education

2019-2020	Master of Science

Advanced Computer Science at Oxford Brookes University

2013-2017 Bachelor of Science (with Honours)

Game Design and Development at HKU University of the Arts

2008-2013 VWO Unic Utrecht

Profile: Nature and Technology

Classes: Dutch, English, German, Mathematics, Physics, IT, Chemistry, Literature, Culture and arts, Physical education,

Social studies.

2007-2008 VWO Gerrit Rietveld College

Courses

2013	Apple Product Professional Certification
2013	Microsoft Office Specialist Certification

Experience

2018-2019

Trivento

At Trivento, I worked as a front-end developer and user experience designer. I worked on multiple projects, as Trivento primarily works with secondments.

My tasks included: the design process for new applications and front-end development for new applications or current applications.

Fulltime/part-time: Full-time

2018 BrainCreators

BrainCreators hired me to create their new website. I am the designer and developer for their current website and their transition to a WordPress-based web presence.

My tasks include: the design and creation of the website, working with the CTO and CEO to create the content for the website, and transitioning over to a WordPress workflow.

The technologies used for the website are:

WordPress PHP jQuery Sass

The entire website at www.braincreators.com (live as of 17-6-2019) has been created by me, except for most of the content creation.

Freelance job

MetaDimensions

At MetaDimensions I fulfilled the role of lead front-end developer. I worked on a high-end CRO (Conversion Ratio Optimization) database platform that multiple larger companies use. (Philips, Centraal Beheer, Ahold Delhaize, etc.)

My tasks included: user interface design, front-end web development and user experience design. We worked in an agile setting using Atlassian's JIRA software, with SourceTree and BitBucket for version control.

The MetaDimensions platform runs on the following technologies:

Java with Spring Framework (back-end)
AngularJS 1.6.6 (as of writing)
Angular Material 1.1.5 (as of writing)
Grunt and Bower for packaging and building
Less compiled to CSS
Mocha with Puppeteer for automated testing

Before I joined MetaDimensions, the front-end consisted of a heap of different dependencies, making the user experience buggy and slow. One of my first projects was updating the application to the newest version of AngularJS. I decided to do a clean sweep and start the front-end from scratch. This was a very successful update that significantly improved the speed at which users could navigate the application.

Fulltime/part-time: Full-time

2015-2017 <u>Kubion</u>

At Kubion I started out as an intern front-end developer, but stayed after my internship. I worked on Kubion's main product, IRIS, which is a software suite for customer communications for large companies. IRIS is mainly focused on housing corporations.

My tasks included: user interface design, front-end web development, user experience design and media design.

Kubion uses the following technologies:

xDoc, an in-house developed back-end language
AngularJS 1.4.8 (when I was active)
Foundation for its grid system
Angular Material

Fulltime/part-time: Part-time, 0.4 FTE

2012-2015 <u>MyCom</u>

Tasks: Shift manager, sales and advisor

Fulltime/part-time:Part-time, 13-40 hours/week

2009-2011 Albert Heijn

Internships

2015	Frontend Developer at Kubion, 4 months
2010	One-week Internship Ronimo Games (Dutch Game Garden)

Skills

Web Design, User Experience Design, Programming, Computer Hardware, Graphic Design

HTML, CSS, SCSS, JavaScript, AngularJS, PHP, C#, Angular2+, Material Design
Microsoft Office, Adobe Photoshop, Adobe Illustrator, Adobe InDesign

Languages

Nederlands: Native

English: Excellent

Deutsch: Basic

Français: Basic