

ROSA VAN DER HEIDE

SOFTWARE DEVELOPER

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ABOUT ME

I'm an active and curious person who enjoys staying fit through yoga and modern dance. Growing up across cultures has made me internationally minded, and I love exploring new places and connecting with friends around the world.

EDUCATION

Universitat Politècnica de València

Bachelor in Interactive Technologies Engineering
2017-2021

- Strong focus on projects, teamwork, and agile development
- Graduate Award

Uniwersytet Śląski w Katowicach

Master of Computer Science
Erasmus Exchange
Feb-Jun 2021

OUTSTANDING SKILLS

- Frontend development
- Modern frameworks
- Trilingual native speaker (Dutch, English, Spanish)

EXPERIENCE

FRONTEND DEVELOPER

The Selection Lab, September 2021 - Present

A Tech B2B SaaS startup optimising HR processes through assessments.

- Executed the majority of the company's frontend objectives building out 3 key web applications, including dashboards, data visualisations, and virtual lists, using **Svelte**, **Typescript**, and **REST APIs** for data handling.
- Maintained the apps by tracking bugs and issues on a daily basis, serving as a liaison between the tech team and the end users.
- Built an automated testing pipeline with **Github Actions**, **Playwright**, **Vitest**, and **Cypress**, increasing unit test coverage from 0% to ~90% for new code, and to ~70% for legacy code.
- Overhauled the entire legacy codebase (originally in **Vue** and **Vanilla JS**) by rewriting it in **Svelte**, significantly enhancing app speed and performance, enabling scalability for larger clients with more users.
- Organised project management by prioritising tasks, estimating timelines, and breaking down projects into actionable items, following **Kanban** and **Scrum** methodologies.
- Implemented automated translation and content management systems using AI, reducing the need for tech team involvement in language support and content updates.
- Contributed to various technical initiatives in marketing, including optimising **SEO**, conducting **A/B tests**, and managing cookie settings, resulting in the landing page consistently moving from page 3 to the top 3 in Google results.
- Developed a custom dashboard in **Appsmith**, integrated with **DynamoDB** and **S3**, which empowered Customer Success and Support teams to handle tasks independently, reducing the tech team's workload.

Svelte

Typescript

AWS

Vitest

Cypress

PERSONAL PROJECTS TO HIGHLIGHT

AUCO, Spring 2021

A web tool that helps teachers identify potential bullying victims in the classroom using gamification and AI to create sociograms. Developed in collaboration with educational organisations. The platform includes a landing page, teacher portal, and student portal.

Javascript

NodeJS

MongoDB

React

Express

Cookobot, Winter 2020

A waiter robot that manages an automated restaurant, utilising image processing and AI to recognise table numbers. Trained using TensorFlow for AI-based decision-making and image recognition.

VueJS

Python

Electron

ROS

Lost Scout, Spring 2019

A puzzle-based video game built in Unity, featuring multiple levels, and custom 3D-modeled components and characters. Optimised for WebGL for seamless browser-based gameplay.

Unity

C#

3DsMax