

YERO SCHUTTE

PERSONAL INFORMATION

Date of Birth: 18 July 1990
Birth Place: Rotterdam
Nationality: Dutch

PROFESSIONAL EXPERIENCE

Nov 2017 –

Junior Software Engineer at Yieldr

May 2019

Mostly front-end development in a Scrum team of 3 for the marketing team:

1. I helped construct and maintain the company [blog site](#) using the Ghost publishing platform from scratch. This led to over 6000 users in less than a year.
2. Rebuilt, optimized and maintained the company [group website](#).
3. Helped design and create our [airline-hub](#) in Angular. All together helped position Yieldr as a thought leader in the aviation-tech space with over 290 signups in about 6 weeks.
4. Did design work and helped begin forming the design-system for the company.

January 2014-
present

Freelance Composer/Sound Designer

- You can see my work on my [website](#)
- Composer for several award-winning short films, such as "Wacht Nacht" which played at the Nederlands Film Festival.
- Soundtrack for 'Fru' an Xbox One Kinect game that came out in 2016.

EDUCATION

Jun 2017 –
Sep 2017

NYCDA, Amsterdam, The Netherlands

Fullstack Development Intensive

NodeJS, JavaScript, HTML, CSS, jQuery, Pug, Express, Sequelize

August 2012-
August 2013

Breda University of Applied Sciences, Breda, The Netherlands

Master in Media Innovation, Communication and Media Studies

Development of media; Media theory; Business models; Media technology; Communication studies

SKILLS

Front-end

- JavaScript
- HTML 5
- CSS 3
- Angular 8
- VueJS
- jQuery
- Handlebars
- Pug
- Zurb Foundation

Back-end

- NodeJS
- Express
- PostgreSQL
- Metalsmith
- Docker (basic)
- Kubernetes (basic)

Personal

- Scrum/Agile proficient
- Team player
- Quick learner
- Ambitious to grow
- Sociable and open
- Calm in stressful situations

Language Proficiency

English	native
Nederlands	limited working proficiency
French	professional proficiency
Spanish	elementary proficiency

E: yeroschutte@gmail.com

M: (06)17124327



[LinkedIn](#)



[Github](#)