

Sijmen Mulder

ik@simulder.nl / +31 6 46910855

Work experience

2015–2016: Sr. Front End Developer at WizeNoze

- Maintenance of *JouwZoekmachine.nl*, internal apps **react, redux**
- Developed *JouwZoekmachine* for iPad and iPhone **swift, ios**
- Xamarin evaluation, proof-of-concepts, etc. **xamarin, c#, .net core, java**

2015–current: Private First Class at National Reserve Corps (part time)

- As a reserve soldier in the Royal Netherlands Army I get to contribute back to society and work on important skills.

2014–2015: Officer Cadet at Royal Netherlands Army

2013–2014: Developer at 100grams

- Maintenance of iOS product for a multinational client **objective-c, ios**
- Developed video conferencing web app for same client **webrtc, angular**
- Proof of concept Windows Phone app with C++ interop **c#, winrt, c++, com**
- Mentoring interns and new hires

2012–2013: Developer at Readmore (first technical hire)

- Developed iPad app, including custom PDF component **objective-c, ios, core image**
- Maintenance of custom publishing webapp **jquery, rails**

2010–2011: Web Developer at Headscape (United Kingdom)

- Maintenance and partial rewrite of in house CMS **c#, asp.net, xslt**
- Developed *GetSignoff*, an early “rich web app” **c#, asp.net mvc, html5**

2009–2010: Web Developer at Rb2

- Development of several projects, including ecommerce platform **c#, asp.net**

2008–2014: Self-employed as Hyzkia (part time)

- Developed Mac-app *Dimp Animator* **objective-c, mac**
- Developed e-learning platform for a client **c#, asp.net**
- Data visualisation project for a big data startup **node.js, html5, d3**
- Developed proof of concept Android app for a client **java, android**

Hobby projects:

- Lots, see also <https://www.github.com/sjmulder> **ruby, javascript**
- A webapp written in assembly, a (partially working) Z80 emulator, ... **x64 assembly, c**

Education

2014–2015: Royal Netherlands Military Academy

- Basic officer’s training completed (military and academic components)
- Did not complete specialisation phase at Signal School

2005–2008: Amsterdam University of Applied Sciences: Technical Information Engineering

- Cum laude
- Major: game technology

2002–2005: Regio College Zaandam: Application Developer