

Thom van de Vin



Personalia

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Birthdate:	11/02/1994
Birthplace:	Panningen
Nationality:	Dutch

Profile

I'm a developer with a clear and own vision. I love working with other people that inspire me, but also with different fields of work within a team. I love to learn and am not afraid to admit when I don't know something. Due to my enterprising mind-set, I'd rather ask/do than wait around.

Education

2016-2017	Pre-master Computer Science and Engineering at Technical University Eindhoven	Eindhoven
2011-2016	Game Design and Development at HKU	Hilversum
2005-2011	HAVO Bouwens van der Boije College	Panningen

Work experience

2021-present	Bol.com	
Function:	Senior software engineer	Utrecht,
Activities:	Backend software development with Java/Kotlin	The Netherlands
Full/part-time:	Full-time	
2017-2021	Little Chicken Game Company	
Function:	Programmer	Amsterdam,
Activities:	C# game development with Unity and React	The Netherlands
Full/part-time:	Full-time	
2015-2016	Little Chicken Game Company	
Function:	Junior programmer	Amsterdam,
Activities:	Game development with Unity and AngularJS	The Netherlands
Full/part-time:	Part-time	
2014-2015	Perfect Coat	
Function:	Weekend force	Beringe,
Activities:	Generic activities around painting car parts	The Netherlands
Full/part-time:	Part-time	

2013-2014
Function:
Activities:
Full/part-time:

Masterlight
Weekend force
Warehouse clerk and assembly of lamps
Part-time

Panningen,
The Netherlands

2008-2013
Function:
Activities:
Full/part-time:

De Maris BV
Weekend force
Cultivation and care of tomatoes and cucumbers
Part-time

Grashoek,
The Netherlands

Competencies

Software development	Experience	Projects	Process	Experience	Projects
C#	8 years	>30 projects	Git	12 years	>50 projects
Java / Kotlin	8 years	>20 projects	SVN	8 years	>10 projects
.NET Framework	6 years	>20 projects	Scrum/Agile	12 years	-
Typescript	6 years	>10 projects	UI/UX	6 years	>10 projects
SQL and PostGresql	8 years	>10 projects	Scrum master	5 years	4 projects
Python	8 years	>15 projects	Product ownership	4 years	4 projects
NodeJS	5 years	4 projects	Intern Coordination	4 years	5 interns
.NET Core	4 years	3 projects			
Electron	2 years	2 projects	DevOps	Experience	
Xamarin/Mono	2 years	2 projects	GitLab EE/CE	8 years	
			Build automation	8 years	
			Docker	6 years	
Game development	Experience	Projects			
Unity 3D	7 years	>30 projects			
XNA/Monogame	4 years	4 projects	Theory	Experience	Projects
Processing (Java)	2 years	4 projects	Design patterns	10 years	
			MVC, MVVM, IOC	10 years	
Web development	Experience	Projects	Development for iOS	8 years	>5 projects
HTML, CSS	12 years	>10 projects	Development for Android	7 years	>10 projects
Javascript / Typescript	12 years	>10 projects	Development for Virtual Reality	2 years	2 projects
			Development for Augmented Reality	2 years	2 projects
React	4 year	5 projects			
Web monitoring	2 years	2 projects			
Socket.IO	2 years	3 projects			