



Joris Kluivers

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COMPLETE PORTFOLIO

<http://joris.kluivers.nl/portfolio/>

Experience

CTO, CARDCLOUD; AMSTERDAM. 2010 - CURRENT

Currently I'm the CTO at Cardcloud, responsible for all technological development and innovation. I'm responsible for the (AWS) server architecture, the API design and development of the iPhone and Android app.

FOUNDER, TARENTO SOFTWARE. NOVEMBER 2008 - CURRENT

My personal company which I used to freelance as consultant and/or software engineer on 3rd party projects. Also several own products were launched under this label, either in cooperation with others or completely produced myself. Currently only personal projects are launched under this label.

ADVISOR/MOBILE ENGINEER, 22TRACKS, AMSTERDAM, 2009-2010

22tracks.com is a website playlists maintained by local DJ's in several cities. Instead of social/crowd based playlists these playlists are actually maintained by experts in the local scene. The website was Flash only in the early stages. Created a native iPhone application with Airplay support so the listening experience on iOS would be improved. Advised on technical strategy for the startup to improve on their API and technical design for the website. The app is using core animation extensively.

ADVISOR / MOBILE DEVELOPER, UBER; 2008 - 2009

During the early stages of Ubercab (now Uber) I created the first versions of both the Driver and Client applications. Through a friend I got in contact with Garrett Camp (founder of StumbleUpon and Uber) and Oscar Salazar (technical advisor for Uber) who were building a new startup for the private driver experience. I worked together with Oscar Salazar to build the first versions of the applications for Uber clients and drivers. I was responsible for all native client side development on iOS. The apps both communicate with the Uber dispatch system through API's designed by me and Oscar Salazar. While initially meant as a prototype, the applications evolved into the versions that were launched on the App Store. I was involved in Uber until the first investments made sure a company could be set up and grow in San Francisco.

SENIOR DEVELOPER, ICEMOBILE; AMSTERDAM. NOVEMBER 2008 - SEPTEMBER 2010

This 'full service mobile agency' helps create a mobile strategy for A-level brands. I worked as a consultant and software engineer. The main project I worked on was 'Appie', a mobile app for the biggest supermarket chain in the Netherlands. This project grew to become one of the most downloaded and awarded application in the Netherlands. Eventually ~20 persons worked in two Scrum teams for the iOS and Android version.

My main roles on the team were API design, iOS platform/technology and Ux advice.

WEB DEVELOPER, MINUS3; AMSTERDAM. 2006 - OCTOBER 2008

Splandigo changed name and office and transformed into Minus3. Work continued as before, see below for a description.

WEB DEVELOPER, SPLANDIGO BV; AMSTERDAM. 2004-2006.

Front end development, mainly involving PHP, HTML, CSS, JavaScript. Splandigo specialized in building standard compliant, accessible websites either for government organizations or for companies that wanted to pass all accessibility compliance regulations. This was a part-time (1 or 2 days a week) job I performed next to my study in university. I worked here full time during the summer months.

WEB DEVELOPER, PLEON; AMSTERDAM. 2001-2002.

A summer job during my high-school years. This marketing and communication agency used websites extensively in their campaigns. I built sites using PHP, HTML, CSS and JavaScript.

Education

Computer Science, BSc, Vrije Universiteit Amsterdam, 2004 - Current (expected June 13th 2012).

Skills

Languages: Dutch (native) and English (Fluent)

During the development of a product I often use a broad range of skills to provide the best user experience possible. These range from native mobile software development (Objective-C / Java) to server side development (PHP, Python on Google App Engine, Java, Ruby, Play framework) and front-end development (HTML, CSS, JavaScript).

My experience is in Mobile/Mac application development, mobile and desktop Ux design, mobile friendly API design and development,

I do not limit myself to a single technology and prefer to use the technology best suited for a task. Easily learning new technologies is something I consider one of my strengths.

Awards

I participated in the ThinkQuest educational contest twice during high-school, won 3 times (both in the local as well in the international contest) - more info about the contest <http://thinkquest.org>

Winner ThinkQuest Internet Challenge 2001 (International)

http://www.thinkquest.org/library/site.html?team_id=C0112643

Third price ThinkQuest for Students 2001 (Dutch)

http://backoffice.thinkquest.nl/mediatheek/leerling2001_w16.html

First price ThinkQuest for Students 2000 age 12/15 (Dutch)

http://backoffice.thinkquest.nl/mediatheek/leerling2000_w.html

Personal

During my study I was a competitive rower. Now after university I still row but only to keep in shape. Sailing is also something I can enjoy very much.