

Rick van Vonderen



Personal details

-  Rick van Vonderen
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-  [riyyi.com](mailto:me@riyyi.com)
-  github.com/riyyi

Work experience

Software Engineer (C#, Lua, SQLite)

Jan. 2023 - Present

Vlot Solutions, Capelle a/d IJssel

- Work on a large-scale web application, including:
 - Implementing feature requests, analysing customer reported issues, fixing bugs, inspecting and validating merge requests.
- Work on a C# REST API, including:
 - Designing and implenting a cursor-based pagination system using expression trees and reflection.
 - Migrating a .NET Core 3.1 API to .NET 6
- Writing automated tests, for both API endpoints and UI interaction
- Maintaining CI/CD pipeline scripts

Backend Developer (PHP, MySQL)

Oct. 2016 - Jun. 2017

Radancy Nederland, Capelle a/d IJssel

Responsible for designing and implementing the database for a client's timeline webpage, using the Instagram and Twitter APIs. Made improvements to the internal content management system, Rudder CMS, written in the Laravel framework.

Backend Developer Intern (PHP, MySQL)

Sep. 2014 - Jul. 2015

GeneralGroup, Gorinchem

Responsible for implementing the customization requests of a client, for a website written in the Yii2 framework. Written a PrestaShop module using the Google Maps API, for a overview of order locations. In addition, as a graduation project I designed and implemented a stock management system for a seconded Ziggo employee, built in Yii2.

Backend Developer Intern (PHP)

Feb. 2013 - Jul. 2013

SimpleSEO, Granada - Spain ✈

Responsible for customizing the backend of WordPress websites. Also built the backend of a website, via a SOAP API, for a hotel affiliate program.

Personal projects

Inferno [riyyi.com/software-project/inferno-game-engine]

An open source game engine with OpenGL rendering.

C++20, GLSL, Lua

Website [riyyi.com/software-project/personal-website]

An open source content management system used for my personal website.

PHP 7, MySQL, jQuery

Education

BSc Computer Science Rotterdam University of Applied Sciences, Rotterdam	2017 - Mar. 2021
BASc International Game Architecture and Design Breda University of Applied Sciences, Breda	2015 - 2016
MBO BOL-4 Application Developer (🎓 graduated) Da Vinci College, Dordrecht	2011 - 2015
VMBO TL (🎓 graduated) Insula College, Dordrecht	2010 - 2011
HAVO (year 1 - 3) Insula College, Dordrecht	2006 - 2010

ICT skills

⚙️ Programming languages: C++, Bash, C#, PHP, Lua, MySQL, Python

📖 Frameworks/libraries: .NET, LINQ, Laravel, Qt, Yii2, jQuery

</> Markup languages: HTML5, CSS3

🔑 Applications: git, cmake, emacs, vim, Jira

🐧 Linux tools: nginx, SSH, awk, sed, grep

I manage a Debian GNU/Linux VPS that runs my personal website, email, and git.

Experience with computer hardware, 🖥️ Windows en 🐧 Linux systems.

Languages

Dutch	English
Native language	Written: Good
	Speech: Good
	Read/understand: Excellent

Hobbies and interests

Programming, Anything technology (hardware, software),
Running, Cycling, Gaming 🎮, Rubiks Cube 🧩