

LANDER WILLEMS

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Full-Stack Developer & Digital Consultant with +10 years of experience building and prototyping digital B2B and B2C products in a diverse range of industries.

ENGINEERING PROFILE

Languages	English, Dutch , French, German, ...
Front-end	Javascript, React, Redux , etc. HTML5, CSS3, Sass, Less + various frameworks (intermediate) npm, webpack, Browserify, Selenium, Nightwatch, WebSockets etc. Three.js, Unity3D, ...
Back-end	Node.js – Express, Koa, Knex, Bookshelf, Mocha, Chai, supertest etc.
Databases	PostgreSQL, MySQL, MongoDB, ...
Other	Remix, Solidity , Truffle , Ganache, Geth, Redis, Linux
UI/UX	Sketch , Photoshop , Illustrator
Practices	Agile, TDD, functional programming, RESTful web services, microservices/SOA, continuous integration/delivery

WORK EXPERIENCE

SmileWise <i>Full-stack Developer</i>	Sept 2017 – Feb 2018 <i>Ghent, Belgium</i>
<ul style="list-style-type: none">· Digital Consultancy for an early stage Digital Marketing Technology startup.· Full-stack development & prototyping of B2C digital marketing workflows.· I helped kickstarting SmileWise by providing initial B2C prototypes and MVP's.· Co-founded by the Singing Dentist, SmileWise is quickly becoming the most exciting opportunity for UK dental practices to grow their business and gain national exposure.· Technologies: Node.js, React, Redux, PostgreSQL, AWS, Docker, ...	
Condor Technologies <i>Head of Software Development</i>	July 2016 – April 2017 <i>Ghent, Belgium</i>
<ul style="list-style-type: none">· Condor Technologies is a company specialized in dental CAD/CAM equipment, with its most known product the Condor Intra Oral Scanner. Headquartered in Ghent, Belgium, with development and manufacturing facilities in Lezignan and Toulouse, both located in France.· Development of a customer facing web platform for uploading 3D CAD/CAM files and sending notifications to technical support teams.· Technologies: React, Three.js, Redux, PostgreSQL, AWS (EC2, S3), Qt, ...	
Remedent Inc. (REMI:OB) <i>Lead Developer</i>	July 2016 – Feb 2018 <i>Belgium, France</i>
<ul style="list-style-type: none">· An international company specialising in research, development and manufacturing of oral care and cosmetic dentistry products.	

- I supported Remedent Inc. in their digital transformation: researching, prototyping and integrating their Medical Instruments & Supplies with custom built user-facing web applications. **Prototyped and built a SaaS platform** that enables dental professionals to integrate their intra-oral 3D scanner into their digital workflows.
- Technologies: React, Three.js, Redux, PostgreSQL, AWS (EC2, S3), Qt, ...

Parkd

Digital Consultant

July 2016 – Sept 2016

Antwerp, Belgium

- The Parkd dongle is a Plug & Play device that can be installed in less than 1 minute in every European car since 2001. Once plugged into a car, the device will automatically start, stop, and pay for its parking sessions.
- Parkd is currently active in +100 cities in Belgium and the Netherlands.
- Audited their (front-end) development team and technical operations & requirements leading up to their **first round of venture capital**.

PICKMEUP NV.

Digital Consultant

July 2016 – Sept 2016

Antwerp, Belgium

- PICKMEUP is a mobile mobility agency with strong focus on innovation and technology in the mobility sector (delivery, fleet, ridesharing, taxi, transport and public transport).
- Helped writing technical requirements and streamline development pipelines in preparation for research & development.

Napoleon Games NV.

Head of Game Production

June 2014 – July 2016

Haaltert, Belgium

- Responsible for the **development, technology & architecture** of 20+ (web, mobile & land-based) gambling products. **Managed a team of 8 people** while growing from new player to the biggest and most known online casino in Belgium. Supported the growth of the team and company by improving technical & operational pipelines.
- Technologies: Unity3D, C#, SmartFox, JavaScript, Three.js, Docker, AWS (EC2, S3), ...

Napoleon Games NV.

Senior Software Engineer

June 2012 – July 2016

Haaltert, Belgium

- Research, development & maintenance of a multi-platform (web, mobile & land-based) portfolio of multiple **B2C gambling products** for Belgium's leading on- & offline casino.
- Technologies: Flash, ActionScript, Unity3D, C#, SmartFox, JavaScript, Three.js, Docker, AWS (EC2, S3), ...

Vision IT Consulting

IT Consultant

Sept 2010 – June 2012

Lokeren, Belgium

- Development & training for companies as **Philips, Niko**, The Federal Service for Mobility & Transport.
- Technologies: ActionScript, RobotLegs, JavaScript, Apache Flex, LiveCycle, JBoss, Maven

Endrone

IT Consultant

March 2009 – July 2009

Lokeren, Belgium

- Developing B2C Rich Internet Applications for gamevertising and an in-house tools such as AngelVest, a platform for finding and rewarding remote tech support technicians.
- Technologies: ActionScript, RobotLegs, JavaScript, Apache Flex

EDUCATION

B9Lab Academy

ETH Certified Online Ethereum Developer

March 2018

Online

- This online course teaches software engineers the basics of **blockchain** technology as well as languages and tools required to build decentralised applications on the **Ethereum** platform. This course is aimed at experienced programmers, introducing everything needed to understand the technology, write smart contracts and build applications that interact with them.

HOWEST

BA in Computer Science

September 2006 – August 2009

Kortrijk, Belgium

- Multi-Mania 2009 - Doremi - 'Best Corporate Integration' nominee.
- Multi-Mania 2007 - Het Computerwinkeltje - 'Best Upcoming Flash Talent' nominee.

LUCA School of Arts

BA in Digital Arts

September 2005 – June 2008

Ghent, Belgium

- Combining technology and digital arts into enjoyable user experiences.

PROJECTS

My Medium publications

<https://medium.com/@WWWillem>s

- I love writing articles about Web, Blockchain, Ethereum and Solidity development. Since recently I've also been publishing articles for CoinMonks.

ETH.TV

In progress

Decentralised Television

- Personal React/Node/Solidity/Truffle project.

TeamHut

<https://teamhut.co>

Knowledge Management for Freelancers & Digital Teams.

- Personal bootstrap project - Collect, organise & share important bookmarks and documents with your team.

Margriet

<https://mrgrt.be>

Wedding Planning Agency

- A Wordpress website to promote a local Wedding & Event Planning business.

Waar Is Waldo

<https://waariswaldo.be>

Communication Agency

- A responsive website template designed to help a local Communication Agency market their services.

60+

<http://sixtyplus-test.herokuapp.com/>

Financial Portfolio Management

- A personal sandbox project that is still in development. 60+ aims to be the 'swiss army knife' of personal finances - Financial planning for the future, portfolio management of stocks/bonds and tracking of expenses in a single application.

FlitsBot

Facebook chat-bot

<https://flitsbot.be>

- Personal hackathon project. A Facebook chat-bot that sends you a notification when a local LIDAR has been spotted.

Berghain2

HTML5 Game

<https://github.com/Qaaj/berghain2>

- This is an online game I made with friends as a way to experiment with the Phaser.io library. The goal is to make your way to a club in Berlin.