

# Curriculum Vitae

## Personalia

**NAME** Tim Wachter  
**ADDRESS**  
Utrecht, the Netherlands  
**PHONE**  
**EMAIL** timwachter@gmail.com  
**NATIONALITY** Dutch  
**DATE OF BIRTH** 6 september 1992



## Work experience

**PERIOD** January 2019 - today  
**EMPLOYER** [huren.nl](http://huren.nl)  
**POSITION** All round developer  
**RESPONSIBILITIES** Transforming an amoeba from the 5.4 period into the modern era

**PERIOD** February 2016 - December 2018  
**EMPLOYER** [Video Media Group](#)  
**POSITION** All round developer, system engineer, devops  
**RESPONSIBILITIES**

- Developing new ad formats in the ad player, refactored the structure according to new insights, written in javascript with ES6
- Ad server modernisation, optimisation and implementation of new real time bidding technology and other new features
- Transition from PHP 5.6 to 7.0
- Dashboard development in PHP with Zend Framework (1.x)
- Developed a mobile ad SDK for iOS in Swift
- Completely moved our infrastructure from a static cloud provider to Amazon AWS with autoscaling
- Implemented Ansible for server management
- Implemented Zabbix for server monitoring
- Upgraded from SVN to GIT on a self hosted Gitlab

**PERIOD** January 2015 - January 2016  
**EMPLOYER** Touchwonders Commerce (Highstreet app)  
**POSITION** Web development, connecting new clients, customer support  
**RESPONSIBILITIES**

- Magento API extension
- Checkout development in AngularJS
- CMS development in AngularJS
- Technical check for compatibility of prospect customers
- Fully integrate new customers into our platform, do everything from theming the white label app to writing custom code for their specific Magento setup to eventually submitting the app
- Answer support tickets as they came in

**PERIOD**  
**EMPLOYER** Juli 2013 - December 2014  
**POSITION** Touchwonders  
**RESPONSIBILITIES** iOS development, web development

- Development on the Weeronline HD for iPad app, written in Objective C

**PERIOD**

- Adding internationalisation support

**EMPLOYER**

- Implement new winter widgets

**POSITION**

- Make a white label version of the app

**RESPONSIBILITIES**

- Make sure every single thing is pixel perfect
- Proof of concept development for parts of Highstreet as it was starting up

**PERIOD** Summer 2012  
**EMPLOYER** One Shoe  
**POSITION** iOS & Web developer  
**RESPONSIBILITIES**

- Frontend and backend development of a hybrid app for a university

September 2011 - January 2012

zideo.nl

Internship, web software development

- Write a new API for zideo.nl in PHP with Zend Framework
- Make an app for them in Objective C
- Create a customer video portal for a private bank

**PERIOD** February 2011 - July 2011  
**EMPLOYER** One Shoe  
**POSITION** Internship, mobile software development  
**RESPONSIBILITIES**

- Mobile department
- Aided professionals in their work in any way I could, from cutting assets in Photoshop to writing small PHP scripts to automate repetitive tasks
- Learnt Objective C here

## Relevant languages and skills

<b>DUTCH</b>	Native
<b>ENGLISH</b>	9/10
<b>HTML &amp; CSS</b>	9/10
<b>JAVASCRIPT</b>	8/10
<b>PHP</b>	9/10
<b>OBJECTIVE C</b>	8/10
<b>SWIFT</b>	6/10
<b>PYTHON</b>	6/10
<b>LINUX</b>	7/10
<b>GIT</b>	8/10

## Education

<b>PERIOD</b>	2012 - 2013
<b>SCHOOL</b>	Hogeschool Arnhem Nijmegen, university of applied sciences
<b>COURSE</b>	Computer science Achieved first year's subjects
<b>PERIOD</b>	2009 - 2012
<b>SCHOOL</b>	Grafisch Lyceum Utrecht
<b>COURSE</b>	Intermediate vocational education, media technology Graduated
<b>PERIOD</b>	2005 - 2009
<b>SCHOOL</b>	Schoonoord Doorn
<b>COURSE</b>	Preparatory secondary vocational education, theoretical learning path Graduated

## Miscellaneous

**PROJECT** NSStoringen & NMBSStoringen

- Personal project from 2011 to 2015
- Informed travellers about disruptions on the train network
- Push notifications
- Natively written in Objective C
- PHP backend with mysql database
- Over 10k downloads
- Featured on [iCulture.com](#) [twice](#) and [iPhoned.nl](#)

**HOBBIES** Programming, electronics and hardware, attempting to make music with my guitar or synthesizer, photography and playing games