Joris Lodewijks, BSc.

Full-Stack Developer | Data-Enabled Designer

About me

Digital designer specialized in designing with emergent technologies and digital solutions. I like to experiment and find the limits of what I know. From my background as an industrial designer, I am used to working with multiple keystones of design projects, including design processes, prototyping, user and society needs, business and entrepreneurship and data and artificial intelligence. I see myself as a jack of all trades and as someone who always looks to pick up new skills whenever an opportunity arises.

Skills

React.js | Next.js | Node.js | Vercel | TypeScript | JavaScript | Python | Django | Data Analysis | Artificial Intelligence | HTML | CSS | Tailwind | .NET | C# | C++ | C | Unity | Parametric Modelling | PCB design

Dutch	: Native
English	: Professional Proficiency
Japanese	: Conversational

Personal Info

Date of birth	: 10th of August, 1999
Place of birth	: Emmen, the Netherlands
Nationality	: Dutch
Drivers license	: A-B
	Inland/Coastal Boating

/in/jorislodewijks/

ScrambledFox

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Professional Experience

Lead Software Developer

Hypar Collective, Eindhoven, The Netherlands | Parttime | Dec. 2019 - current
Next.js | React | Electron.js | Node.js | TypeScript | C# | .NET | Unity

www.hyparcollective.nl

- Team lead for the creation of 2 software suites for large interactive light art installations containing applications for:
  - Modular Installation and Animation building;
  - Event runner that runs shows and manages interactions with the installation;
  - and a Back-end pixel mapper that maps the 3D environment to an installation configuration
- Responsible for CI/CD.
- Wrote 100+ unit tests for mathematical transformations for 3D environments.
- In charge of integration of control systems with electronics and physical requirements.
- Responsible for the maintenance of software and control systems.
- Part of a team to develop control and interaction system PCB designs, embedded systems, and system engineering.
- Facilitating brainstorming sessions, fostering a creative and collaborative environment to extract valuable insights and concepts for UX development.
- Key role in translating brainstormed ideas into actionable plans, leading to an in-house software suite for creating digital twins of installations and animation shows.
- Designer on UX and UI elements.

Junior Software Developer

byFlow, Eindhoven, The Netherlands | Parttime | Aug. 2020 - Jul. 2023
Python | Django | React.js | Node.js

- Full-stack developer for a web application image and text editor tool to create 3D models and accompanying G-code usable in a food 3D printer.
- Part of a research team on UX and client needs.
- Worked on seamless transitioning to newer versions of the application with limited strain on the learning curve for users.

Full-Stack Developer

Bureau Moeilijke Dingen, Eindhoven, The Netherlands | Fulltime Internship | Sep. 2019 - Jan. 2020
C | C++ | PCB Design | Parametric Modelling | .NET | Unity | React.js | Node.js

- Developed an embedded device to control projected tangible environments.
- Modeling of product casing and internal parts.
- Design of a future-proof PCB to integrate the device with the existing systems.

Interests

Outdoor Exploring

I love exploring new places by slowly moving through and interacting with people and the nature I meet and see there. When exploring, I don't make concrete plans and am led by what I will find on my path. Travelling by motorcycle or sailboat, I love bringing my camping gear, and making do with what I find in nature.

Tabletop Games

I am passionate about tabletop games and enjoy spending time with my friends exploring various board games, running tabletop role-playing games, and writing stories together.

Aviation

I have a fascination with aviation and love learning about different types of aircraft and their mechanics. I like playing flight simulators and learning to fly new aircraft. Similar to how I enjoy sailing, I like the systematic way of controlling an aircraft, talking to ATC and running checklists.

Programming & Home Automation

I like to tinker with home automation with features that adapt to my living habits. I like creating systems or plugins that support my hobbies and try to learn new programming skills by doing so.

Student Teams & Events

Software Developer

Difficult Things Committee, TU/e, Eindhoven, The Netherlands | Committee | Sep. 2018 - May 2021
React.js | Node.js | TypeScript | JavaScript | .NET core | ASP.NET | REST API | Unity

- Part of a team that held an association yearly event for 3 years for which interactive games were developed that interfaced with existing member registration systems.
- Team lead on the creation of a multi-platform online multiplayer web game
- Part of a team to create an interactive data canvas of existing spaces.
  - Including the design of a RESTful backend to allow 3rd parties to connect to the canvas.

Lead Programmer

Team IGNITE, Eindhoven, The Netherlands | Student Team | Dec. 2018 - Dec. 2019
C# | .NET | Unity | Arduino

- Part of a large engineering team to develop and build an interactive light art installation to present at GLOW, Eindhoven.
- Worked on transforming client requests into concrete requirements.
- Creation of a dynamic 3D environment to create animations to support a modular light art installation.

External Affairs Officer

Robowars TU/e, Eindhoven, The Netherlands | Event | Mar. 2019 - Jul. 2019

- Part of a team to organize a Robowars event for students.
- Responsible for communication with external parties such as sponsors, location managers, and students.

Promotion Officer

Robowars TU/e, Eindhoven, The Netherlands | Event | Sep. 2017 - Mar. 2018
InDesign | Photoshop | Illustrator

- Part of a team to organize a Robowars event for students.
- Responsible for the creation and management of promotional material that included posters, flyers, website, and social media posts.
- Responsible for the public image of the Robowars event.

Education

Master Industrial Design

Eindhoven, University of Technology | Feb. 2022 - Feb. 2024

Master's Exchange, Behavioural Human Design and Computer Science

Tsukuba University, Ibaraki, Japan | Apr. 2023 - Sep. 2023

Bachelor Industrial Design

Eindhoven, University of Technology | Sep. 2017 - Feb. 2022

Personal Projects

TerraArtificer

Next.js | React.js | TypeScript | Node.js | Firebase

- A visual and collaborative world-building tool for writers, storytellers, and table-top gamers.

OOCSI for Unity

.NET | C# | Java

- Port of a low latency message protocol (OOCSI) to .NET and Unity.