

I started out in 2010 working as a front-end consultant for international companies and digital agencies where I worked closely together with design teams, product designers and project managers on projects ranging from product simulations to side scrolling games and online applications to video-streaming services.

Right now my focus has moved from front-end development to a fuller stack and I have been working on several projects where I was responsible for designing and developing the backend. My stack of choice is react.js for the front-end, node.js on the back-end and NPM/Webpack.

I am guite active on **Q** github and write the occasional technical article on medium



Senior Full-Stack Developer OneUp, The Hague Netherlands

February 2016 - April

Full-stack project. Designed and developed a node.js backend with a RESTful API for iOS and a react powered CMS view.

Senior Front-End Developer

Searchmetrics, Berlin Germany

October 2015 - Januari

At searchmetrics I worked on a closed beta for a selection of high-profile customers. This was a full-stack position involving react/node and SASS.

Senior Front-End Developer

January 2014 - August

ILoveVideo, Berlin Germany

I developed and maintained the website of ilovevide.tv and prototyped a variety of new implementations of the video player. Most work was done using Grunt/Backbone but later prototypes were made in React using a webpack setup.

Front-End Developer Moovly, Gent Belgium

January 2013 - December

June 2012 - September

Development of a online presentation and animation tool. Was done in Flash Builder 4.7 using modular Robotlegs with AS3 Signals.

Front-End Developer

Adconion, Sydney Australia

Rich Media Development of advertising campaigns and concepts. Flash/HTML5 banners and games.



Jan Jorissen

Full Stack Developer

∠ janjorissen@gmail.com
+49 176 2360 2407
👌 janjorissen.be
n linkedin.com/janjorissen
) github.com/jaaq
🍠 @qaaj

🚺 @jaaq

EDUCATION

BA in Computer Science HOWEST 2006 - 2009

Law School KULeuven 2005 - 2006

Latin-Mathematics SALCO 1999 - 2005

LANGUAGES

Dutch (Native) English (Fluent) French (Good) German (Basic)

INTERESTS

Front-End Developer

AMAI, Antwerp Remote

January 2012 - April

Development of a Touchscreen application in Flash. Also made a WebGL prototype of a 3D race-track editor.

Front-End Developer/Designer

M2Technology, Perth Australia

October 2011 - January

Various graphic design tasks and the development of in-house tools.

Flash Consultant/Instructor

January 2010 - August

Multimedia College, Lokeren Belgium

- Consultancy for Flash related projects as an Adobe Certified Expert
- +300 hours of Flash/AS3/Illustrator/Photoshop/Custom trainings as an Adobe Certified Instructor
- Challenging Flash/AIR Projects for different international clients (software simulations/ games / websites)
- Responsible for the Google Docs/Calendar/Mail infrastructure as a Google Apps Certified Individual

PROJECTS

Over the years I've created a whole lot of side projects. Some highlights:

60+ - A personal 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.

Anatomy - Anatomy is a record label in Brussels for who I created this immersive experience. Explore a 3D world in your browser.

Wormhole - Wormhole is one of my WebGL experiments that was picked up by Google and featured on their Chrome Experiments website.

Berghain 2 - 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.

FAME Berlin - I created and still maintain the web design/development of F A M E, a creative platform located in Berlin.

SKILLS & PROFICIENCY

Proficient or familiar with a vast array of programming languages, concepts and technologies, including React, Express, Immutable, Flux, Relay/GraphQL, NPM, Git, Postgres, Nginx, WebGL, Flash/Actionscript, MongoDB, HTML, CSS/SASS/Compass, Backbone, jQuery, Underscore, Webpack, Grunt, Object Oriented Programming and Functional Programming.

I compiled a list of my favourite and go-to NPM Moduleshere

OS Music

Investing and Financial Markets

Crytpocurrencies

