



Luuk Schipperheijn

Creative developer

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luukschipperheijn@gmail.com

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[\(+31\) 6 499 288 28](tel:+31649928828)

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Rotterdam, The Netherlands

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luuk.computer

Skills

Programming languages
JavaScript, Python, Java, C++, SuperCollider, Max/MSP

Frameworks / libraries / services
React, Gatsby, Node.js, Django, Android, React Native, Firebase, NGINX, Docker, Arduino, Processing, OpenFrameworks, Particle, THREE.js, Raspberry Pi, Next.js

Other skills
Interaction design, Concept development, Music production, Photoshop, Illustrator, Ableton Live

Awards

Creative Data
2021
Dutch Creativity Awards
In collaboration with Fama Volat I created the TaxatieTruck. A driving LED sign that shows motorists the value of their car. Using license plate recognition.

Dutch Design Award
2020
Dutch Design Awards
MONNIE is a digital service that aids young people in dealing with late payments. For this project, I developed a React Native app and worked on the Firebase back-end.

ACT Award
2017
STRP
MGNT, an interactive audio-visual installation that won the first STRP ACT Award for Creative Technology, showcasing its festival-worthy appeal and alignment with the Senses & Sensors theme of the STRP Biënnale.

Languages

Dutch	English
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Summary

Creative developer with a broad range of experience encompassing front-end, back-end, and various programming languages and frameworks. Comfortable working on diverse project types, from mobile and web applications to desktop solutions, prototypes and production environments. Experienced in both solo and team settings, with a particular focus on contributing to the design process.

Links

Portfolio	LinkedIn	GitHub
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Experience

WeAreReasonablePeople	
Senior Creative Developer	August 2024 - Present

- Developing front-end and back-end for production-level applications, ensuring seamless user interactions
- Creating digital prototypes to test concepts in rapid design sprints
- Performing observational studies and contextual inquiries to uncover stakeholder needs
- Collaborating closely with clients to align vision, scope, and execution
- Supporting and mentoring colleagues, building shared expertise and structured ways of working

<https://wearereasonablepeople.com>

mot	
Freelancer, Full Stack Developer	2019 - 2024

- Developed and maintained front-end and back-end for production level apps
- Built hardware and firmware for interactive installations for exhibitions
- Developed physical prototypes for testing interaction in one-week design sprints
- Developed ideas and concepts for interactive installations
- Tailored proposals to address specific client needs and objectives.

<https://www.mot.land>

Afdeling Buitengewone Zaken	
Full Stack Developer	2017 - 2019

- Sole developer in a design firm, responsible for all development including websites, apps, and installations.
- Actively participated in design thinking processes to align technical implementation with creative objectives.
- Collaborated on prototyping and iterative design processes, providing technical insights to refine and improve design concepts
- Applied problem-solving skills to address unexpected challenges and keep projects on track.

<https://afdelingbuitengewonezaken.nl/>

vpro	
Creative Coder / Front-end Developer	2016 - 2017

- Collaborated with the editorial staff of vpro.nl to brainstorm and develop one-off interactives.
- Contributed to a large-scale project on vpro.nl and its spin-offs, engaging with a high volume of users daily.
- Worked within a multidisciplinary team, collaborating with front-enders, back-enders, designers, and product owners.
- Gained expertise in a complex front-end stack and contributed to back-end development.
- Conducted research on optimization strategies and implemented findings.
- Engaged in a Scrum-type development methodology, participating in retrospectives and team activities.

<https://vpro.nl>

Cell[0]	
Founder and Developer	2014 - 2016

- Developed expertise in jumping into existing projects, rapidly adapting to existing codebases and providing valuable contributions to project success.
- Established and fostered a flat organizational structure collaboratively with fellow programmers, emphasizing a culture of shared responsibility, open communication, and streamlined decision-making processes.

<https://cell-0.com>

STEIM	
R&D Internship	2011

- Collaborated on the development of both hardware and software components for musical instruments.
- Designed and implemented firmware for musical juggling balls, with a specific focus on optimizing accelerometer-based trigger functionality.

<https://steim.org/>

Education

STEIM / Royal Conservatory	Master
Instruments & Interfaces	2012 - 2013

Eindhoven University of Technology	Bachelor
Industrial Design	2007 - 2011

Udens College	Gymnasium
Natuur & Techniek	2000 - 2007