



THOMAS WELTER

Developer / Pragmatic / Approachable

Pragmatic developer that loves to dive deep into programming related topics. Is currently building a futuristic programming language during the weekends.

31 years old living in Rheden. Proficient in Dutch (native language) and English.

✉ me@thomaswelter.nl

in [LinkedIn](#)

SKILLS

Over the last 20 years since I started programming I built a diverse set of skills while building products in a variety of domains. Aside from my technical expertise I also like to talk directly to customers to hear their story and understand their needs.

COMMUNICATION

Pro-active

Approachable

Organized

- Is a good active listener.
- Wants to and understand clients requirements by practising clear communication.
- Builds rapport quickly with new clients or colleagues.
- Is not afraid to cold approach potential leads at a fair.
- Colleagues feel they can approach me for questions.
- Summarizes meetings to make sure everybody is on the same page.
- Encourages quieter team members to contribute their thoughts during group conversations.
- Keeps meetings productive by preparing talking points
- Ensures follow-ups are clear and actionable after meetings.
- Facilitates discussions to encourage diverse perspectives.
- Regularly documents processes to improve team communication and efficiency.
- Keeps written communication concise and professional, ensuring clarity in emails and reports.

BACKEND

Python

Nodejs

PHP

Extensive experience writing nodejs @ Moos.app, Python @ Qing and PHP @ MyCademy. I also wrote a Sublime text plugin in Python that has 1k+ downloads.

FRONTEND

Javascript

CSS

HTML

WEBGL

Can write most HTML and CSS from memory and has put thousands of hours into writing Javascript. Has experience creating complex data dashboards. Took on gpu programming with WebGL and wrote a polyline shader with dynamic width, dashing and antialiasing.

AI

PyTorch

YOLO

Open-CV

Used PyTorch to predict energy prices to optimize cost. YOLO was used for quality control systems that process several kinds of food.

DATA

Tableau

Knime

ML

Created a real time cost saving energy simulation (in **Python**) using live data and ML. Tableau and Knime were used to gather and clean data from multiple sources to provide business insights.

CLOUD

EC2

S3

Lambda

Has setup and configured cloud instances for simulations. S3 & Lambda for data retrieval, transformation and analysis.

DATABASES

MySQL

DynamoDB

LevelDB

Wrote 1000+ loc graph adjustment SQL migrations but also likes DynamoDB which can trade eventual consistency for performance. Also implemented a CRDT library with undo/redo support.

TESTING

Puppeteer

Property based testing

For a graphic design tool I created an end-to-end testing library that uses Puppeteer to record actions and replay them in headless mode. Property based testing helped me find obscure bugs in my CRDT library.

PLC & ROBOTICS

Staubli

Beckhoff

Programmed a high performance Staubli robot for picking peaches. Has programmed PLC's for a ginger processing machine.

COLLABORATION

Scrum

Jira

Git

Bitbucket

Github

Did Scrum using Jira in a team setting and collaborated on code reviews in Bitbucket at multiple companies. Also has multiple pull requests approved on open source projects.

CREATIVE

Figma

Inkscape

Blender

After Effects

Sketchup

Fusion 360

Uses Figma and inkscape for most vector designs. Made plugins for blender and after effects. Designed a tiny house concept with Sketchup. Designed and load test simulated a buckle part in Fusion 360 and had it be laser cut.

JOB EXPERIENCE

SOFTWARE ENGINEER @ QING (JAN 2023 - NOW)

Projects ranging from cost savings simulations using ML for cooling plants to industrial robots for sorting peaches.

DEVELOPER @ MOOS.APP (JULY 2020 - DEC 2022)

Programmed a visual interactive design tool for explainers, stories and ads at my own company.

FULL-STACK DEV @ MYCADEMY (MAY 2019 - JUNE 2020)

Designing the UX of new features on the frontend and connecting it to the backend. Parsing data out of external api's. Database migrations. Improved DX by cutting compile time by 10x.

ROUTE SETTER @ MOUNTAIN NETWORK (FEB 2018 - APRIL 2019)

Setting creative routes at the climbing gym with the team.

DEVELOPER @ BRANCHED VIDEO (NOV 2017 - JAN 2018)

Developed a solution for personalized video as a startup.

BARTENDER @ STERK UTRECHT (APR 2014 - MAY 2016)

Loved to talk with customers and solve problems operating a location with 100+ people.

OPEN SOURCE

Small selection of open-source code I've written over the years.

JSONSYNC

Make your JSON object collaborative with this CRDT library with undo/redo.

[Visit repo.](#)

RESOLVE JS MODULES

Sublime Text plugin written in python that adds IDE like features to it. [Visit repo.](#)

ARINT

Easy to use web framework inspired by VueJs. [Visit repo.](#)

HYPERAPP-LOG

Time travel debugger for HyperApp. [Visit repo.](#)

MEANDER JS

Reactive programming library inspired by RxJs. [Visit repo.](#)

PUPPETEST

Testing framework for testing client side javascript in a headless browser. [Visit repo.](#)

SUBLIME EXPAND HTML

Sublime Text plugin to expand HTML expressions. [Visit repo.](#)