



THOMAS WELTER

Inventor / Freelancer / Entrepreneur / Developer

Pragmatic developer from the Netherlands that loves to dive deep into programming related topics.

SKILLS

FRONTEND

HTML CSS Javascript WebGL

Can write most HTML and CSS from memory and has put thousands of hours into writing Javascript. More recently took on gpu programming with WebGL and wrote a polyline shader with dynamic width, dashing and antialiasing.

BACKEND

Nodejs Python PHP

Used PHP professionally at MyCademy and Nodejs in my current project. Also uses Nodejs as a scripting language for mortgage calculations and web scrapers. I also wrote a Sublime text plugin in Python that has 500+ downloads.

CLOUD

AWS Digital Ocean Firebase

Digital Ocean is my platform of choice for running VM's and I use Firebase for fast prototyping. One project used AWS Elastic transcoder, Lambda, DynamoDB and S3 (among others) for a video export and hosting solution.

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.

COLLABORATION

Scrum Jira Git Bitbucket Github

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

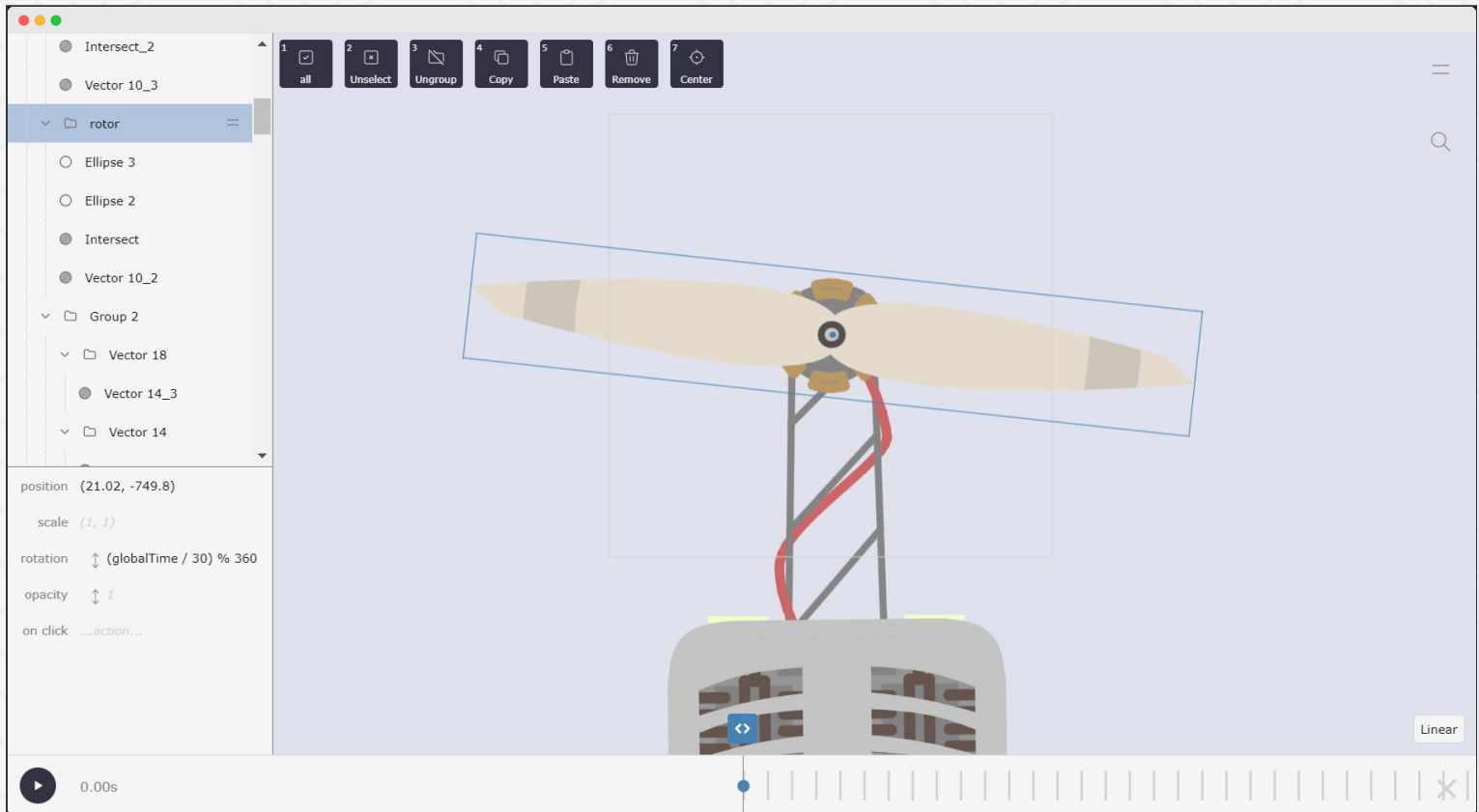
CREATIVE

Figma Inkscape Blender After Effects Sketchup Fusion 360

Uses Figma and inkscape for most vector design. 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.

FEATURED PROJECT: MOOS.APP

🏠 Founded a startup that made a design tool for creating interactive web experiences.



SOCIAL

- communicate solution clearly on the website
- write blog posts to raise awareness
- talk to companies and find their pain points

TECHNICAL

- custom SVG renderer (raw WebGL)
- typed expressions
- timeline with keyframes
- publish to URL (using CDN)
- Magic link login

[Visit website](#)

ONE DAY PROJECT: CAVEBOOK

8C Created a PWA -in one day- that allows the user to manage climbing routes on their home wall.



FEATURES

- Quickly scroll through all routes
- Uses firebase to store routes
- Add PWA to the homescreen
- Route database is accessible offline

RECENT JOB EXPERIENCE

FOUNDER MOOS.APP (JUNE 2020 - NOW)

As a founder I have to wear many hats. Coding, design, infrastructure, marketing, sales (see above).

FULL-STACK DEV AT 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.

OTHER PROJECTS

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.](#)

AVAILABLE FOR FREELANCE

Is your team looking for external help? I'm open to freelance opportunities. Contact me at hireme@thomaswelter.nl or find me on [LinkedIn](#)