

Jeroen Hendriks

Software engineer

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Profile



Regardless of circumstance I will adjust and make it work, whatever the technology or environment — my own projects mean I regularly start on things I have no prior experience with. And my adaptability has proven itself in professional environments just as well.

After 7 years of professional experience, and a few more as a hobbyist, I have learnt that creativity and curiosity play a central role in solving challenging, complex problems. I predominantly have full stack experience in the front-end with React/TypeScript implementations, and solid experience in the back-end with Java, combined with a deep interest in UX/UI, and a genuine fondness for legacy systems and the care they need to stay useful. Besides creativity and curiosity, I value clarity, autonomy, and a pragmatic approach within a close-knit team.

Experience



Eindhoven Doet - Volunteer IT & UX/UI Adviser

2023 - heden

Eindhoven Doet is an organisation that works closely with the municipality of Eindhoven to help organisations work with volunteers by providing crucial information and connecting people.

As a volunteer technical adviser I help by advising on certain technical matters before they go into development. By conducting simple feasibility studies and providing 'second opinions' among other things, I help shape ideas. I also help with the UX/UI design of concepts and the restructuring of certain content within existing systems.

Figma, UX/UI, HTML, CSS, JavaScript, Technische/Functionele analyse

Sogeti (internal project) - Software engineer

2024 - 2026

As a Software Engineer I picked up an internal project at Sogeti that had become disorganised through changing hands. During my time on this project I brought order to it by making a number of decisions that gave the project a clear direction. Additionally, the scope was mapped out more clearly during this time, and a number of choices were made regarding the determination of the tech stack and architecture.

React, HTML, CSS, Typescript, Angular, Git, React Redux, Java, Springboot, Jira, Confluence, Figma, C#, PHP, ESLint, Jest, Azure, AI

ASML (via Sogeti) - Tech lead / Software engineer

2022 - 2024

As tech lead and (frontend) software engineer I worked at ASML on the Customer Portal project, with the goal of maintaining and rebuilding the legacy system. During this project I worked as the sole frontender on renewing an outdated and unstructured codebase, and implementing a new design. Over the course of this project I cleaned up and reduced the codebase by ~30k lines. I achieved this by working closely with the UX/UI specialist and backend developers every day, to implement a custom UI & component-driven system. As a result, our way of working was also significantly simplified and accelerated, and error susceptibility dropped sharply. I also helped colleagues learn to use this new custom system.

HTML, CSS, Java/Typescript, Git, React, Jira, Confluence, Figma, Java, JSP Vite, ESLint, GitLab, Jest, Jira, Confluence, Figma, CI/CD

ASML (via Sogeti) - Software Engineer

2021 - 2022

As a software engineer I worked at ASML on a data analysis project, with the goal of creating a platform for the customer. The platform enables the customer to easily perform data analysis on data coming from the chip machines.

During this large-scale project I worked on, among other things, the data selection and visualisation aspects. The biggest challenge was developing an understanding of how the machines work, what data the customer expects to see, and in what manner they expect to see it. We were expected to display extremely large amounts of data in an efficient, fast, and clear way, mostly using custom visualisation methods. Such as custom graphs and 3D visualisation methods. Furthermore, I contributed to building the platform myself, by implementing UX/UI in React components in coordination with the UX/UI specialists, the backend developers, and QA.

React, React Redux, Typescript, Java, Styled-components, Three.js, Testing, CI/CD pipelines, Docker, Sass, Jest, Cypress, ESLint, SonarQube, Jenkins, CI/CD, Node, Vite, Bit bucket, Jira, Confluence

Sogeti - Software Engineer

2021 - 2026

At Sogeti I was hired as a software engineer to be placed with clients.

Nederland Eet B.V. - Backend Engineer

2019 - 2020

As a backend engineer I was employed at Nederland Eet to convert and extend the existing backend. Additionally, my task was to experiment with and research the architecture and tech stack together with the tech lead, to find the best possible match for this project. During this project I took on large parts of the back-end to renew and extend them.

Java, Springboot, Golang, Echo, Python, Postman, PostgreSQL, Liquibase, JPA, REST, Git, Gitlab, Jenkins, Docker, CI/CD

Freelance Webdev - Software Engineer

2014 - 2019

As a freelance software engineer I primarily worked alone on assignments for small businesses to provide them with custom software. Mostly this involved websites and in some cases other solutions.

React, Typescript, Python, HTML, CSS, Javascript, jQuery, PHP, SQL, PostgreSQL

Hobbies & Projects



My interests are (perhaps too) broad. I briefly highlight them here; more projects and details can be found at <https://alterna.studio/nl/profile>.

Besides technology I enjoy nature and getting lost in (the tranquility of) the Scandinavian wilderness. Especially in winter, when it is properly cold and you can go dog sledding. I also enjoy travelling and discovering other cultures and languages. I use these among other things as inspiration for writing my own fiction & music. Finally, I also enjoy old-fashioned mechanical engineering and tinkering. For example, I derive much joy from tinkering with my 3D printer and vintage car.

Hosting from home

Besides making my own software and other projects, I also host a number of things such as my own [website](#) and other websites and services. So I not only write code, I also deploy and maintain it on my own hardware.

Linux, Nginx, Caddy, Cyber security, Network configuration, Network management

Enigma Eternal - Game dev

Enigma Eternal is the name of a 3D action adventure game I am working on with a small group. I started the project myself and worked as an all-rounder, until I later got help with textures.

I myself am involved with the engine, game logic and design, shaders, and all other technical aspects. But also 3D modelling and other creative aspects.

Godot, GDscript, GLSL, Architecture, Blender, Krita

Open-source TTS Plug-in

An accessibility tool originally developed for a friend I play a game with. This game contains a large amount of text and he is not fond of reading. So I made a simple plugin for FFXIV that converts the text into audio.

Personal tools

I also enjoy making my own simple tools. Usually it involves simple things, like automating repetitive calculations. Start-up scripts in bash or data conversion for specific situations. For this I use whatever catches my interest, from C to Python and everything in between.

Education



IBM COBOL basics badge

2025

Mainframe programming provided by IBM.

Avans+ Bachelor Software Engineer

2021 - 2023

During my education I developed an interest in UX/UI thanks to colleagues. An interest in making software not only beautiful, but also intuitive. Therefore I chose to focus on making UX/UI a substantial part of my thesis.

Additional information



Languages

Dutch	- fluent
English	- fluent
Norwegian	- novice
Japanese	- A2 level

Driver's licence

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