



Ken Van Damme

Front-end

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PORTFOLIO www.kenvandamme.be

STATEMENT

Webdesigner, webdeveloper, teacher, gamer, realist, procrastinator, fast talker, nerd, distracted by pretty colors. As a profession, I make web-stuff. For fun, I create code-stuff and make my own designs.

LINKS

Ken Van Damme
<https://kenvandamme.com>

LinkedIn
<https://www.linkedin.com/in/ken-van-damme/>

GitHub
<https://github.com/solo244>

SKILLS

Web Development

HTML/CSS/JS React TailwindCSS Next.js

Radix UI Prisma Eleventy Node.js

MongoDB Webpack Gulp Symfony Twig

PostCSS Pnpm Svelte Twig Bulma

Industry Knowledge

Git Analytics & SEO Responsive Design

User Interfaces User Experience Websockets

Tools

Supabase Vercel Figma Sketch Photoshop

Firebase Electron Stripe Storybook Docker

LANGUAGES

Dutch
Native

English
Fluent

ADDITIONAL INFORMATION

Interests

VS Code Building in public Mentorship

Boardgames Videogames Dungeons & Dragons

Cooking Cats & Dogs

Currently learning

Algolia Framer Motion Bun Solid Puppeteer

three.js

WORK EXPERIENCE



Senior Frontend Developer · Make It Fly

Feb 2020 → Present Genk, Belgium

- Develop a headless e-commerce template to be used in a wide range of PHP driven CMSs.
- Contribute to selecting Frontend tools with the goal of enabling the development of features at scale in a simpler and efficient way.
- Set up an automatic flow with our in-house design system(s) to generate base templates for web faster using API options within Figma.
- Perform the tasks of software development, debugging, and issue resolution.



Software Engineer · Osudio

Sep 2019 → Jan 2020 Diepenbeek, Belgium

- Develop a UI library based on React and Storybook to improve our internal development experience creating and maintaining components for a multi-million e-commerce project (website & web shop).
- Extend an AEM based CMS, used by an extensive group of client marketers and copywriters. Use their input to update and improve existing systems.
- Perform the tasks of software development, debugging, and issue resolution.



Technical Frontend Lead · Yappa

Jan 2017 → Sep 2019 Bilzen, Belgium

- Set up and expand the Frontend team. Optimize the team's integration with the existing Backend developers, migrating away from freelance workers and centralizing all knowledge and work in-house.
- Create and safeguarding quality minima for: UX/UI in outgoing projects and code in ongoing projects.
- Mentor and coach new employees and junior profiles within the company.
- Perform the tasks of software development, debugging, and issue resolution.



UX/UI & Frontend Developer · Embloom

Oct 2015 → Dec 2016 Maastricht, The Netherlands

- Oversee and implement visual/UX/UI improvements (design & code) of in-house developed mental health application.
- Perform the tasks of software development, debugging, and issue resolution.



Multimedia Teacher - Developer · Carabas

May 2010 → Oct 2015 Leuven, Belgium

- Organize and run 1-5 day adult courses on web and print, tailored to their function (in cooperation with the government institution Cevora or in-house with companies).
- Create, teach and maintain syllabi for courses ranging from beginner to expert: Javascript, CSS, Photoshop, Illustrator, ...
- Design, develop and maintain websites and webshops as a Full Stack developer using a variety of open source PHP-based CMSs like Wordpress, Drupal or Joomla.