Jacob Vaandrager

jacobvaandrager.com

jacobvaandrager@me.com

+31 655557277

Work Experience

MH Hydraulics / Business Development Intern

Feb 22 - Jun 22, Singapore

Developed new strategies for market penetration in countries where sales were lacking.
Drove an increase in sales when I was stationed at my internship.
Analysed and presented business cases to my managers for process optimisation and automation.
I was in daily contact with our customers to understand where we could improve and finally acted on that feedback by implementing new systems and protocols (that still exist today).

phood app / iOS Programmer

Nov 20 - May 21, The Netherlands

I saw a gap in the market for food technologies, especially when it came to ordering. Alongside my studies, I pursued this passion project. In under 5 months, I had programmed the entire app natively using Swift and SwiftUI and followed the MVVM architecture pattern. It was my first time coding in Swift; I enjoyed it and picked it up quite quick.

Appic Games / Game Developer

Jun 18 - Jun 21, The Netherlands

With a small, student-led team, we started our own Game Studio. We participated in a number of different game jams and produced projects together. I led the team as head game programmer and was responsible when we had to take important decisions. Leading the team, making sure everyone was on task and had something to do, as well as making sure everyone could reach their deadlines. In game jams, you have limited time to create a product, so I am used to working under high pressure and time constraints.

Education

Maastricht University

2022 - 2023, The Netherlands

MSc, Digital Business & Economics

The Hague University of Applied Sciences

2019 - 2022, The Netherlands

BSc, User Experience Design
Minor, Game Development & Simulation

St. Christophers School

2017 - 2019, Bahrain

A-Levels: Maths, Physics, Biology

Skills

Programming

Swift, SwiftUI, Xcode, Unity3D, C#, Javascript, HTML/CSS/JS, Firebase, Arduino, HCI, APIs, CocoaPods, Git, Mobile Game Development

Design

UXD, User Flows, User Research, User Trialing, Wireframes, Prototypes, Figma, Photoshop, UI, Style Guides, Video Editing, Pattern Libraries

Business

Data Modelling, Data Analysis, A/B Testing, Data Experiments, Excel, Lead Generation, Communication, Negotiation, Marketing, Research, Management Skills