

Rick van Sloten

Developer

Profile

I am a allround developer, specialized in game related development.

I like to take on challenges, and I am a fast learner.

I have ambition to grow in the development scene.

Contact

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Portfolio

Website
tabuu.nl

GitHub
github.com/tabuu

SpigotMC
u.tabuu.nl/5mvveik0j

Highlighted Projects

Lukkien Air

*Java, NodeJS, ReactJS, Hibernate,
and Springboot | 2019 - 2019*

I created an airline website where users can sort through flights and view information about them, including: origin, destination, price, and departure date. Spring-Boot was used for the back end, with Hibernate for data access, and ReactJS was used as front end.

Read more about it at <https://www.tabuu.nl/posts/139>

Schade Register

*Python, Django, Django REST,
and Docker | 2020 - 2020*

I created a website where touring car drivers can register any damage done to their touring car. They can submit pictures and give details about the incident. The Django REST framework was used to create an API that could be accessed by administrative software, apps, etc.

TabuuCore

Java and SpigotMC | 2017 - Now

TabuuCore is an API I created to make my freelance development job a lot easier. It takes care of many thing, including (but not limited to): UI, configuration, commands, data parsing, and NMS.

Read more about it at <https://github.com/Tabuu/TabuuCore>

Languages

Nederlands
Engels

Skills

Java
C#
JavaScript
Python
HTML/CSS

Agile Scrum

Public speaking

Technologies

IntelliJ IDEA
Visual Studio
Visual Studio Code
Unity3D

Git
Maven

Spring(boot)
Django
ReactJS
NodeJS
Spigot

SQL
MongoDB

Side activities

Technical Support for
elderly
2015 - Now

Public Spigot development
2013 - Now

Work experience

Freelance Spigot Java Developer
Freelancer | 2014 – Now

I accept commissions from various different clients in the Spigot community. I mainly create plugins for their servers.

Java Developer
Songoda | 2018 – 2019

For a short while I did work for a startup called Songoda. Songoda was a collective development group that made premium plugins for Spigot. After a while I realized I did better on my own, so I left.

Freelance Java Developer
JourneyCraft | 2017 – 2019

I did development work for this network, until it closed.

Education

HAVO
Staatsexamen | 2020 - 2021

Game Development (MBO 4)
Grafisch Lyceum Utrecht | 2016 – 2019

VMBO-T
Christelijk Lyceum Veenendaal | 2012 - 2016

Interests

Electronics

Writing

Comedy

Courses & Training

HTML & CSS

Leidse Onderwijsinstellingen | 2010

In 2010 I started a HTML & CSS course from LOI, in that course I learned the basics of HTML and CSS and it inspired me to do self-education on web-development so that I could build a website for me and my classmates. Later in my Game Development education I followed a course of web-development that included HTML as well as PHP and JavaScript.