

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>

Twitch Rivals

Java, SpigotMC, and BungeeCord | 2020 - 2020

Twitch Rivals is a tournament hosted by Twitch. I made a Minecraft gamemode for them in which various famous competed for a prize pool of 100.000 USD. This tournament was viewed live by thousands of people.

Read more about it at <https://www.tabuu.nl/posts/240>

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
English

Skills

Java

C#

Python

PHP

JavaScript

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 Java Developer

Freelancer | 2014 – Now

I accept commissions from various different clients in the Spigot community. These commissions include: Spigot server plugins, custom Minecraft launchers, GUIs for APIs, APIs, etc.

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 the JourneyCraft 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.