Rick van Sloten

Developer

Profile

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

I like to take on challanges, and 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/spigotmc

Languages

Nederlands
English

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 tabuu.nl/posts/139

Twitch Rivals

Java, SpigotMC, and BungeeCord | 2020 - 2021

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 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 github.com/Tabuu/TabuuCore

Skills

OOP
Design Patterns
Agile Scrum
Public Speaking

Languages
(Programming)

Java
Kotlin
C#
Python
JavaScript
PHP

Technologies

Git
SQL
MongoDB

GCP

Spring(boot)
Flask
Django
NodeJS
SpigotMC

Unity3D
Godot

Interests

Electronics
Comedy
Writing
Cooking
(Board)games

Work Experience

Recognize / Volker Wessels Telecom

Cloud Engineer | 2021 - now

Freelance Developer

Developer | 2014 - now

I work for various different companies, including Amazon, and help them with a variaty of projects. These projects include: server plugins, custom launchers, APIs, and automizing applications.

Songoda

Java Developer | 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.

JourneyCraft

Java Developer | 2017 - 2019

I did development work for the JourneyCraft network, until it closed.

Education

HAVO

Staatsexamen | 2021 - 2021

Game Development (MBO 4)

Grafisch Lyceum Utrecht | 2016 - 2019

VMBO-TL

Christelijk Lyceum Veenendaal | 2012 - 2016