

Hi There!

I am super amped about building the future with you!

Having been involved in programming and the web since early childhood in the 90s with Pascal and DOS, building our own web forums in php after school, I worked in Visual FX industry many years as a Technical Director, but my range of experience is wide and varied. I've traded magic internet money (bitcoin), traveled much of the world and find that developing the interface between humans and machines is what I love most.

I work well solo or in teams, offering guidance or following leaders. I can help through the entire process of software development, from initial idea to production.

With knowledge ranging from CAD/CAM, CNC milling, robotics, electronics, AI, server, web, mobile development, design, animation there is no problem that can not be solved.

FULL-STACK DEVELOPER

ROUAN
VAN DER ENDE

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TOOLS & SKILLS

- Typescript

MaterialUI
- Node.js

WebGL/Three.js
- UI/UX Design

React
- MongoDB

React-Native
- Devops CI/CD

Linux

HISTORY

Software Engineer
IoT.nxt
Oct 2018 - Present

Freelance / Founder
BitLab
Jun 2016 - Oct 2018

Lecturer
The Open Window
Apr 2013 - May 2016

Co-Founder
8BO
Dec 2010 - Jan 2013

3D Animator (Technical Director)
Masters & Savant
Jun 2009 - Jan 2011

3D Visual Effects Animator
X-Ray Digital Visual Effects
Mar 2007 - Mar 2009

Student
The Open Window
Jan 2004 - Jan 2007

School
Jan 1991 - Dec 2003

Born
Jan 1986

IoT.nxt built IoT (internet of things) remote monitoring and automation tools for various enterprise customers. My responsibilities were prototyping of new solutions, integration of hardware and sensors to our core platform and building various web and mobile interfaces for companies like Vodafone, ConocoPhillips, Gijima and more.

During this time I did cryptocurrency trading, traveling and exploring the bitcoin ecosystem. I also spent time to learn CNC/CAD, machined quite a few parts on a cnc mill for various projects including industrial automation for a small startup. Did some arduino solar water heating systems. We also built our own 3d printer from scratch including self coded firmware and pc side software. Then a quadcopter using arduino from scratch aswell.

Having studied at Open Window myself years ago it was seemingly by coincidence that I found myself there again. When I went to buy electronics components from Communica I met someone in the line while waiting, that led to me teaching an electronics/coding class at the college. During my time there I developed a course that could become a new certified course. I tought about a 100 students with little or no previous experience in coding how to code a game from the basics up (think arcade games and geometric math) and then how to control their game from arduino (electronics basics level up). During this time I also guest lectured at WITS masters interactive media students on the same content.

Our own startup studio that combined DSLR filming and our visual effects/editing experience. We started from my apartment and soon moved to our own offices in Melville. During our time with 8bo we grew the company up to 7 people. We had interns, worked with brands like Subaru, SAB, Exxaro, KFC and many more. My roles were financial planning, onset supervision and filming, lead technical visual Effects animator and programmer.

Worked on various TV commercial and AV projects for clients such as MTN, Cell C, Castle, Amstel, Millers, Klippies en cola, J&B, MTV, First for women. I was technical VFX supervisor on set, and at the office set up technical animations that included liquid simulation, custom render farm software and photorealistic material/ligting rigs.

My first real job. I specialised in doing photorealistic visual effects plates for film and television. In my spare time I programmed my own raytracing renderer, image compression software and various procedural animation rigs.

BA Visual Communication Degree
Studied 3D animation, interactive software (early UX/UI), visual communication theory, design and game development.

Maths, Science, Technical Drawing, Computer Studies (programming in Pascal) karate and scouts. Built our own php web forum from scratch and hosted it over dial-up from home :) Lots of early days computer gaming, building PCs etc..

Hello world.