



# Eva van der Kroft

## Creative Developer

### Biography

Driven, hard working and studious graduated student in Creative Media & Game Technologies. I am creative, eager to learn and interested in the newest technologies on the block. I have worked both in teams as on individual projects, where I have been doing research, design and development.

### Work Experience

#### Full Stack Developer

July 2024 - Now

Flux Medical Systems - Delft

At Flux Medical Systems, I help build and improve an Electronic Patient Record (EPR) system. I mainly develop front-end features using Vue.js, TypeScript, and Tailwind CSS, working with GitHub for version control and collaboration. I focus on reusable components, design tokens, responsiveness, bug fixing, occasionally design and prototype UI components in Figma, and contribute to small back-end fixes using Laravel and PHP. I have also been helping out with the social media posts.

#### Thesis Development Intern

Sept 2023 - Feb 2024

Independent Strategic Digital Agency Redkiwi - Rotterdam

At Redkiwi, I completed my graduation project focused on improving the accessibility of the RET website and travel planner. I developed the front-end features using Next.js and Tailwind CSS and worked with GraphQL for back-end data fetching. I focused strongly on accessibility and WCAG guidelines, while also designing the solution in Figma, conducting target group research, performing user testing, and managing the project and user stories in Trello.

#### Full stack development Intern

Sept 2022 - Feb 2023

Buro210 - Stolwijk

At Buro210, I worked as a web development intern within the e-commerce team. I helped build new components, fixed some bugs, and implemented improvements for Magento 2 webshops using PHP, JavaScript, and SCSS. I helped prepare webshops for launch, with a focus on responsiveness, target group research, and designed interfaces in Adobe XD throughout the process.

#### Front-end development Intern

Sept 2021 - Dec 2022

IAmProgrez - Den Haag

At IamProgrez, I developed and improved features for their website using HTML, CSS, JavaScript, and TypeScript. I built interactive components, defined user stories, focused on profile integration and created prototypes and user flows to enhance usability and functionality.

### General

Eva van der Kroft

12-11-2000

Rotterdam

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[github.com/evavanderkroft](https://github.com/evavanderkroft)

[linkedin.com/in/evavanderkroft/](https://linkedin.com/in/evavanderkroft/)

### Skills

HTML



(S)CSS



JavaScript



Vue.js



TailwindCSS



UX / UI Design



TypeScript



PHP



Laravel



Agile



## Educations

<b>Bachelors degree Creative Media &amp; Game Technologies</b>	Aug 2019 - Feb 2024
Rotterdam University of Applied Sciences	
HTML - CSS - JavaScript - TypeScript - React Native - (S)CSS - Laravel - Scrum - UX / UI Design	
<b>Minor Game Development</b>	Feb 2023 - Jul 2023
The Hague University of Applied Sciences	
Unity - C# - Blender	
<b>Prepatory Portfolio Course XXL</b>	Aug 2018 - Mar 2019
Willem de Kooning Academy Rotterdam	
<b>Bilingual Highschool</b>	Aug 2012 - July 2018
The Wolfert van Borselen Bilingual	

## Projects

### AccessibilityApp - 2023/2024

I developed a Next.js web application with Tailwind CSS and GraphQL to improve accessibility for users with visual impairments for the RET public transportation services. The application provides a more user-friendly and accessible version of the existing website, built to meet WCAG guidelines and the specific needs of users with disabilities. Figma prototypes and user research guided the design and functionality.

### FestivalAppie - 2023

FestivalAppie is a React Native app that helps users track festivals they have attended or want to visit. The app lets users add or remove their favorite festivals, view festivals on a map, write reviews, and works offline with multi-language and dark mode support. Design and features were informed by user feedback and iterative testing. The app uses inline styles and Stylesheet to have a proper interface.

### SignLearn - 2022

SignLearn is a web application using HTML, Bootstrap, and JavaScript that helps people learn sign language through AI-powered handpose recognition. I implemented the core system to recognize and label signs, creating an interactive learning experience that gradually improves user accuracy. The interface and workflow were designed in Figma to make practice intuitive.

### Schijtpullenbak - 2021

Together with a team, I created The Schijtpullenbak, a smart trash can built with HTML, CSS, JavaScript, and JSON files that automatically separates waste. Using AI to identify materials, the trash can opens the correct valve for each item, making recycling more efficient. I contributed to the design, development, build and user testing of the trashcan.

## Languages

### Dutch

Mother tongue.  
Full professional proficiency.  
B2 level.

### English

International Baccalaureate.  
full professional proficiency.  
C1 level.

## Interests

Gaming      Lego  
Festivals      Feyenoord  
Formula 1      Photography  
Crime documentaries