

I build websites you can play with: 3D worlds, product configurators and the small details that make them feel right.

CREATIVE DEVELOPER



— TOOLKIT

Three.js — WebGL, WebGPU
React Three Fiber
JavaScript, React, Next.js
GSAP, scroll and motion
Shaders, real-time lighting

— EDUCATION

Hogeschool Rotterdam
Creative Media and Game
Technologies — completed

— LANGUAGES

Dutch, English

— OFF THE CLOCK

3D printing, tinkering with
hardware, and films for the visual
effects.

— EXPERIENCE

APR 2024 —
NOW

Creative 3D Web Developer

The Brink Agency · Amsterdam

Real-time 3D websites and product configurators in Three.js, on WebGL and WebGPU, for clients like Spyker, Muuble, Gielissen, Auremin and Cinnamon.

MAY 2023 —
APR 2024

Front-end Developer

AudienceFirst · Tilburg

FEB 2021 —
APR 2023

Front-end Developer

TwoPine media · Rijswijk · Part-time

JUN 2018 —
FEB 2021

Software Developer Trainee

GDK Software

— SELECTED WORK

- | | |
|------|--|
| 2026 | Spyker Launch site and 3D configurator for the C8 Preliator XXV |
| 2026 | Auremin Scroll-driven globe and laser-lit minerals |
| 2026 | Momiji A living Japanese maple, rendered in real time |
| 2025 | Cinnamon A playable 3D claw machine |
| 2025 | Muuble 3D store configurator |
| 2024 | Gielissen Exhibition booth and lounge configurator |