

CV Maxim Schoemaker

General information

Name: Maxim Schoemaker
Date of birth: Jan 12, 1993
Gender: Male

Contact information

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Education

2012 – 2015: **Computer Science Bachelor (Game technology)**
University of Utrecht

2011: **International Baccalaureate**
Higher level A2 English

2005 – 2011: **VWO (Gymnasium, bilingual)**
Hermann Wesselink College

Languages

Dutch: fluent – native speaker
English: fluent – bilingual schooling + IB

Work Experience

2022 – Present: **NextJS Developer at Strive**

2018 – 2019: **Front-End Developer at Quby**

2016 – 2018: **Full stack developer at We Seek Trouble**

2012 – 2017: **Co-founder and Lead Programmer of Monogon Games**

2015 – 2016: **Programmer at Double Dutch Games**

2008 – Present: **Freelance programmer**

Professional Experience

Programming: Frontend (JS, HTML, CSS, Git) – 7 years
React – 5 years
TypeScript – 3 years
NextJS – 2 years
Angular – 1 year
C# – 4 years
PHP – 2 years

Skills

Languages:	JavaScript, TypeScript HTML, CSS WebGL, HLSL, GLSL C# Java (Android + Processing) Objective-C (iOS) SQL PHP
Frontend:	React NextJS Redux React-Native (Android / iOS) SolidJS Svelte Angular VueJS Wordpress
UI Frameworks:	Tailwind Shadcn Daisy UI Chakra UI Foundation
Backend:	tRPC React Query Supabase NodeJS
Testing:	Jest Cypress
Teaching:	Creative Coding workshops Education material development Web development tutoring
Video Production:	DaVinci Resolve YouTube Channel (https://www.youtube.com/@creativecodingwithmaxim)
Event Experience:	Networking Pitching Booth management

Strive

In 2022 I started working at Strive, a VC funded startup (YC S21) that teaches math and coding to children online. I developed an online editor that executes Python in the browser. I also worked on a platform for creating educational material, an AI chat interface for generating code and I did work on the landing page. My time at Strive allowed me to get experienced with NextJS, which culminated in me architecting and rewriting the online editor in Next 14.

For the **Strive Editor rewrite** (<https://learn.strivemath.com/ide>) and original **Strive editor** (<https://code.strivemath.com/>) I developed:

- User Interface (Tailwind, Shadcn)
- Editor support (CodeMirror)
- Content Mode (allowing teachers to expose snippets of code to students)
- Code output (p5.js)
- Code logging
- Live Edit (Yjs, WebRTC, websocket)
- Project saving / loading / duplicating (trRPC, React Query, Supabase)
- Asset management / uploading (trRPC, React Query, Supabase)
- AI chat integration (ChatGPT)
- Payment integration for AI features (Stripe)
- Color picker tool
- Documentation embedding (GitBook)
- Lesson material integration (Notion)
- Font size + Light / Dark theme support
- p5.learn.js library (<https://github.com/StriveMath/p5.learn.js>)
- p5-python-web library (<https://github.com/StriveMath/p5-python-web>)

For the **education material platform** I worked on:

- CMS integration (TinaCMS)
- Lesson progress detection and tracking (React Query, Supabase)
- Teacher dashboard student tracking (websocket)

For the **AI Chat feature** (<https://code.strivemath.com/chat>) I worked on:

- Chat UI (Tailwind, Daisy UI)
- ChatGPT streaming
- Code output rendering (p5.js)

For the **Strive landing page** (<https://www.strivemath.com/>) I worked on:

- The landing page (Chakra UI)
- The curriculum page (Chakra UI)
- The syllabus pages (Chakra UI)
- The student toy (p5.js, boids simulation)

For Strive I also did **video production / editing**:

- Trailer: <https://www.youtube.com/watch?v=N23XenRtst0>
- Student toy video: <https://www.youtube.com/watch?v=FQcKge-gd50>

Freelance

Between 2019 and 2024 I did solo development on a number of freelance projects. Freelancing throughout my career has allowed me to take on a large amount of responsibility in terms of code, communication and design. It taught me to deliver projects end-to-end. I learned how communicate accurately with clients in order to establish requirements and I was able to hone my development skills using a variety of technologies. Here are 3 of these projects.

Pondr / Flower Garden

Between 2023 and 2024 I developed and designed an education platform for teaching creative coding (<https://pondr.dev/>). It has slide based lessons with a built in editor. I use this platform to give workshops at the CCU (Creative Coding Utrecht).

As an artist in residence at the CCU I developed lesson material called Flower Garden. The aim of Flower Garden is to make programming accessible to designers and design accessible to programmers. I used meta-programming to make a library for p5.js that lets the user generate animated flowers using accessible syntax. Technologies used:

- React
- TypeScript
- HTML, CSS
- p5.js
- Markdown
- NodeJS (for compiling content)

Portfolio Jenny Lloyd

In 2022 I designed and develop a portfolio website for collage artist Jenny Lloyd (<https://jennyllloyd.pictures/>). The portfolio has a dynamic grid view with a tag system, allowing the work to be filtered according to different tags. The tag system, along with grid animations and optimization were developed as a bespoke solution. Currently the website is being updated to include categories and new work. Technologies used:

- React
- HTML, JavaScript, SCSS
- NodeJS (for compiling content)

MediaDonuts

From 2019 to 2020 I did full-stack development on an analytics dashboard for the advertising and media company MediaDonuts. The dashboard gives insight into different advertising campaigns allowing users to keep track of goals, KPI's, clicks, reach, demographics, and location performance. The dashboard also has a knowledge base and user management. Technologies used:

- Angular
- Spring Boot
- TypeScript
- HTML, SCSS
- Google Charts

Quby

In July 2018 I started working at Quby. They develop the smart thermostat called Toon, which is sold and distributed by Eneco. I worked on the mobile app in a frontend capacity. It uses Cordova to render webpages as a native app for Android and iOS. The frontend was originally based on Backbone, but since I joined I have assisted in orchestrating and implementing the transition to React.

Toon / Boxx app

The Toon (Dutch) and Boxx (Belgian) apps are used to interface with the smart thermostat. It allows control of temperature and real-time tracking of and insights in utilities (gas, water, electricity, solar). It also gives in insight into the efficiency of home appliances with the use of data science. I've worked on:

- Planning and architecture of React rewrite
- React routing and page transitions
- React redux setup
- Boiler status monitoring – I wrote the majority of this new feature (React)
- Smoke detector status – (React rewrite)
- Account page – (React rewrite)

On this project I've used the following technologies:

- JavaScript
- React
- Redux
- Jest
- Cypress
- JSS/SCSS
- Crowdin

I have been working on this project within a tight team of around 7 front-enders. We've applied scrum in 2 week sprints and have successfully implemented CI/CD doing bi-weekly releases. I have learned a lot from working in a more structured professional environment, such as architectural setup for large frontend apps, concise code separation for Git and scrum and coordinating with teams with different disciplines in order to get features working end-to-end.

We Seek Trouble

From 2016 to 2018 I worked freelance as a full stack/app developer for We Seek Trouble. During this time I worked on 10 different projects in a wide range of languages and frameworks. In all 10 projects I worked in HTML, Sass/CSS, JavaScript, PHP, Gulp and Git. Here 3 of the latest projects I worked on.

Cannify

A research tool for helping people pick effective products for medical marijuana use based on scientific research. Cannify uses a questionnaire to calculate optimal properties for your cannabis product, and has a product database which it compares to the recommendation. For Cannify I did the following:

- Project Management
- Frontend (WordPress, HTML, Sass, JavaScript, PHP)
- Backend (Node, MySQL)
- Questionnaire editor (Vue.js, Node, MySQL)
- Dynamic scripting for Questionnaire logic (Math.js)
- Training client in use of questionnaire logic
- Questionnaire walkthrough for unit testing
- Product database editor (Vue.js, Node, MySQL)
- Product Comparison (Node, MySQL)

Created

An app for watching content from daily video creators like vloggers and shows. It presents you with a daily stream of new videos based on creators you follow. For Created I wrote the:

- iOS and Android app (React-Native)
- Dashboard (React)

Clickerview

A video interview system developed with SThree. Candidates can record their answers to interview questions using their webcam or phone camera. For Clickerview I worked on:

- Frontend (Foundation, HTML, Sass, JavaScript, PHP)
- Webcam streaming (Flash AS3, RTMP)
- Backend (Golang)
- iOS and Android app (React-Native)
- iOS and Android camera streaming (FFmpeg, RTMP)

Monogon Games

During my Bachelor of Computer Science I co-founded a company called Monogon Games. Over a period of three years at Monogon Games we developed the award-winning RTS Interloper.

Interloper

An online multiplayer RTS with matches that take only 5 minutes. For PC, Mac and Linux. Published on Steam, Humble and Playism. For Interloper (<http://interlopergame.com/>) I did the following:

- Engine: Hypergon (on top of XNA/FNA in C#)
- Software architecture
- Network code (Lidgren)
- AI
- Shaders
- Reactive music based on game state
- Pathfinding optimization
- Menu system
- Replay system
- Ported game to OSX and Linux
- Design, PR, marketing, business

Awards:

- Independent Games Festival - Finalist Student Showcase
- Casual Connect – Nominee Indie Prize
- PAX East 2015 – Official Selection Indie MEGABOOTH
- FILE Soa Paulo 2015 – Official Selection
- Radius Festival 2015 – Official Selection

References

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