JASPER LINSEN

A logical thinker, tinkerer and designer. A huge fan of videogames, and user interaction in general. I tend to rethink the basis and not be content with just fixing symptoms - the systemic issues are more important. The flow of steps through an application or a game loop, efficiency savings by doing less. I like to do more with less - definitely less *code*, as it's easy to add some more, but every line needs to computed, and every line is slowdown. Loves working with 3D (in the browser and in Unity), knows how to build, rig and animate models in Blender. Most of my experience is with web technologies but I am excited to jump into different languages and find different problems to solve, and feel I do that best with the focus on an actual project with satisfying goals.

EXPERIENCE

Freelance Game Design
Something Here, August 2019 - now
Using the power of the web, combined with Electron, THREE.js and a whole lot of savvy I have been working on a video game for a while, getting the hang of modeling, interaction, and general game design. And I love it. What am I making? That's under wraps for now, but feel free to ask and perhaps I can shoot a demo your way.

Freelance Front-End Developer
VRT NU, Brussels, Belgium, May 2018 - August 2019 - http://vrt.nu

Technologies: Agile, SCRUM, AEM, AWS, Web Components, React, HTML, JS, CSS, Java

- Working in a team of six with two app developers, another front end developer and two back end developers
- Modifying their user data service on **AWS**
- Implementing and porting their entire codebase from ES3 to **ES6+**
- Converting their components into **Web Components** to future-proof the project
- Bundling **SASS**, **ES6+** and **NodeJS** structures using **ParcelJS** with modified code in pure NodeJS
- Building **AEM components** and amending **Java** models
- **Working across teams** to help out with development of company wide features like the video player implementation
- Leading the front end development group across the company to **push new ideas**

Jasper's a driven developer. Fast prototyper. Design tinkerer. Likes to think in the long run, with a vision, and is a real problem solver. He's not afraid to take ownership of his work. He is also a fun guy to be around, he's always up for a good laugh. Being broad-minded, no conversation topic was taboo. In short, a hard-working and committed guy!

~ Vincent Nieuwinckel, Front-End Developer VRT NU

Freelance Front-End Developer
Something Here, Ghent, Belgium, since February 2018

Something Here comes with over 7 years of experience building unique front-ends, from custom navigation to fully 360 panorama video websites. We prototype quickly and allow time for feedback of designers to generate stunning front-ends for advertising and services. Our knowledge spans over CSS3, HTML5, Javascript (ES7+), three.js, NodeJS, Gulp and a whole lot more.

Senior Web Developer
CNN International Commercial, London, UK, March 2017 - January 2018

Technologies: HTML, CSS, JS, NodeJS, PHP, Symphony, XSLT, Jenkins, THREE.js, Canvas, video, graphics

- Working alongside a **small diverse team** of creatives, content producers and freelancers to create the advertising output of CNN International
- Working alongside our server team to use **Jenkins** to build our environment
- Building immersive **360 video** experiences for Abu Dhabi with **THREE.js**, **canvas**, **CSS** and **HTML**
- Using **NodeJS** for tooling, including pure NodeJS, **Gulp** and **Grunt**
- **Leading a team of freelancers** to produce high quality content

Jasper is an exceptional Developer. Highly technical, but with that rare ability to translate complicated issues for us regular folk. Jasper was always looking to acquire new skills and applied them to some of our most sophisticated projects at CNN - he'd be an asset to any creative business.

~ Angela Confeggi, Supervising Producer, Create at CNN

Web Developer
CNN International Commercial, London, UK, July 2014 - March 2017
Responsible for front and back-end of advertisement features produced by Turner Commercial Productions using PHP, Javascript, HTML, Laravel, Symphony, mySQL, ... Influencing design and technical choices made for the Team and the Productions at TCP.

Front-End Web Developer
LONO Creative, London, UK, June 2012 - June 2014

Technologies: PHP, MySQL, Javascript, CSS, SASS, LESS

- Building eCommerce websites alongside the senior developer
- Building commercial sites with PHP
- Creating relational databases
- Managing sites with Control Panel
- Creating a point-and-click video game for the National health Service using Javascript, CSS and a whole lot of visuals

EDUCATION

Bachelor Graphic Design
LUCA School of Arts, Brussels, Belgium, 2007 - 2011
Basic introduction to web development, as well as a compherensive education in graphic design, acquiring skills in the Adobe Creative Suite and creative thinking.

SKILLS

Front End Web Technologies
GIT, Web Components, CSS3, HTML5, canvas, three.js, Javascript (ES7+, including not-yet-standard features like decorators and optional chaining), backwards compatibility through graceful degradation, NodeJS, Parcel, Gulp, Grunt, Electron, Nunjucks (templating) and much more.

Back End Web Technologies
Have had experience writing PHP and mySQL, as well as GIT. Have used Continuous integration tools such as Jenkins.

Software
Very proficient at the Adobe Creative Suite (Photoshop, Illustrator, InDesign) as well as Affinity Designer and Publisher as well as Pixelmator. Good knowledge of the Microsoft Office suite.

LANGUAGES

Fluent in Dutch and English, workable French.

PORTFOLIO

THREE.js Experiments
As I work on my game, tools have to be made to view my models and animations in Browser. This tool allows me to add any model I want and inspect its animations, as well as play around with texture work. Its a lot of fun, and it works on mobile and desktop. Built from the ground up with Javascript (ES8+), THREE.js, SVG, Parcel and SASS. Model and mesh animations made in Blender.
http://www.somethinghere.net/modelling/

PROJECTS

VRT NU
VRT, Brussels, Belgium, 2018-2019
Working for the Flemish Broadcaster VRT on their video on demand platform, I worked on improving their UI, implementing new features and working with a team to create a wonderful experience and product. I rewrote the code base to be up to snuff and ready for the future using web components, while allowing our teams to continue adding content using Adobe Experience Manager.
http://vrt.nu

Gelotology
Something Here, Ghent, Belgium, 2018
Designed by their in-house designer and brought to life by our unique brand of magic, this site for a branding and experience agency based in Ghent is dynamic, fast and full of little touches.
http://gelotology.com

Creathings
Something Here, Ghent, Belgium, 2018
An update to their classic front-end, built from scratch.
http://creathings.be

Caroline Walotka
Something Here, Ghent, Belgium, 2018
Site for Special Effects Artist Caroline Walotka. Built with an initial go at Web Components, its main feature is a masonry wall on the homepage that takes you fluently between portfolio and CV.
http://carolinewalotka.com

Louis Vuitton City Guides
CNN International Commercial, London, UK, 2017
Website with HTML5 audio and an immersive gallery built with CSS3, javascript and HTML5 using NodeJS and Gulp as a development environment. Won the Monaco World Luxury Award 2017 in the Fashion&Lifestyle Website category.
http://advertisementfeature.cnn.com/2017/louis-vuitton

ANA presents Stories of Kindness
CNN International Commercial, London, UK, 2017
Stories about the kindness of strangers with animated SVGs (using CSS3 animations), HTML5, Javascript and using NodeJS and Gulp as a development environment.
http://advertisementfeature.cnn.com/2017/ana/

Hungary: Land of Waters
CNN International Commercial, London, UK, 2017
A custom interface element at the center syncs up with the video in the background, with overlays and a hand-coded 360 video environment on some pages. Uses three.js, CSS3, HTML5 and ES6 and NodeJS and Gulp as a development environment.
http://advertisementfeature.cnn.com/2017/hungary

Costa Rica: My Choice Naturally
CNN International Commercial, London, UK, 2017
A completely custom parallax scrolling interface paired with bright colors and floating islands in the sky. Uses technologies ranging from SVG to Canvas and built using HTML5, CSS3, Javascript and NodeJS and Gulp as a development environment.
http://advertisementfeature.cnn.com/2017/costa-rica

Astana World Expo 2017

CNN International Commercial, London, UK, 2017

Site using a parallax 3D effect in the background, with raindrops moving down a randomised path in 3D space. Built using three.js, HTML5, CSS3, Javascript and NodeJS and Gulp as a development environment.

http://advertisementfeature.cnn.com/2017/expo2017

Abu Dhabi Tourism

CNN International Commercial, London, UK, 2016

360 Panorama video site for Abu Dhabi Tourism using three.js and HTML5 video to create an immersive experience. Also used CSS3, HTML5, Javascript (ES6+) and NodeJS and Gulp as a development environment.

http://advertiseme ntfeature.cnn.com/2016/abudhabi

CONTACT

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