

Lars Volkers

Software developer

Software developer with 7 years of experience working with complex backend systems and dynamic web-apps using .NET (Core), NodeJS, and frameworks like React, Vue and Nextjs for both B2B and B2C companies. Worked in scrum teams of 5-10 team members

Work experience

Senior .NET Developer

October 2020 - May 2024

Greenchoice, Rotterdam

- **Refactored legacy code to improve development time and product stability**, implementing an event-driven architecture that reduced production errors by 75% (from weekly to monthly).
- **Developed an advanced energy usage forecasting system** using the latest .NET technologies, processing near-real-time market and customer data for over 500,000 users.
- **Transformed a distributed monolith into an event-driven microservice architecture** utilizing RabbitMQ, significantly improving system scalability and performance.
- **Modernized complex business processes** by integrating an older XML pull-based government web service with our new event-driven architecture.
- **Enhanced system stability and testability** by designing and implementing comprehensive integration and end-to-end (E2E) tests.
- **Seamlessly refactored a live legacy system** using feature flags and integration tests, ensuring consistent behavior and minimal disruption during updates.

Software engineer

February 2018 - October 2020

Direct Access, Maassluis

- **Developed a real-time planning board using React and SignalR Websockets**, enabling customers to manage their employees more effectively with a clear and interactive interface.
- **Implemented resumable video uploads in the Android app**, allowing users with poor reception to upload longer damage report videos without interruption, enhancing user experience and reliability.
- **Integrated an in-app camera feature in the Android app**, enabling customers to capture and upload multiple images in sequence, improving the reporting process efficiency.
- **Designed and launched a modern web application to replace a crucial but outdated product**, addressing previous performance issues and optimizing the UI to handle large data sets without compromising speed or usability.
- **Successfully migrated an outdated WebForms application to a modern .NET MVC framework**, incorporating a new, user-friendly design to improve both performance and user experience.

Internships

Yubu, Rotterdam - 2016

Researched and implemented a low-cost performance testing system for early-stage startups, using AWS for distributed load testing and APM tools for on-demand testing outside business hours, identifying and resolving bottlenecks in live web applications.

Holland Haptics, Delft - 2013

Prototyped a real-time communication app using Node.js, Socket.IO, and WebRTC, enabling chat, video, and haptic interactions for enhanced user communication.

Education

Breda University of Applied Sciences, Breda – 2017

Master of Science (M.Sc) – Game Technology

Hogeschool Rotterdam, Rotterdam – 2016

Bachelor of Science (B.Sc) – Computer Science

Contact

- Maassluis, Netherlands (Open to Remote)
- workwith@larsvolkers.com
- linkedin.com/in/lars-volkers-it
- github.com/Larsv94

Skills

Engineering

- .NET (Core)
- React, NextJS, NodeJS
- SQL Server, PostgreSQL,
- RabbitMQ
- Event-Driven Architecture, Clean Architecture, Microservices
- AWS (Studying for AWS Certified Solutions Architect – Associate)
- Azure (Application Insights, Key Vault, Devops)

Processes

- Scrum
- Unit, Integration, End-to-end testing
- CI/CD (Github Actions, Azure Devops)
- Git (Github, Azure Repos, TFS, Gitflow)

Frameworks

- EF Core, ASP.NET, xUnit, NSubstitute, FluentAssertions, FluentValidation
- NextJS, React Query, Framer Motion, GSAP

Software & Tools

- Figma
- Docker
- SSMS, pgAdmin
- Jest, Selenium, SonarQube
- Webpack, Vite

Other

Volunteer Lifeguard (2001-2015)

- First Aid
- Multidisciplinary rescue management (rescue brigade, police, fire department, coast guard)

3D Design & Game Technology

- Unreal Engine
- Maya, Blender