Personal data resume:
Jolanda Arends

Personal information

Name:	Jolanda Arends
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About

Jolanda is a versatile and skillful App Developer. Since 2012 she has been developing iOS and Android apps. She has made apps for various clients like Yolt (by ING), de Volksbank (SNS, ASN & Regiobank), Bosch, Philips, GOV Magazine, Marit Bouwmeester, SNS Reaal, Siemens, Schiphol en Atos.

Her versatility is expressed by her ability to guide the customer during the entire app process. She has experience with establishing requirements, advising on technical (im)possibilities, taking care of necessary prerequisites, building the app and distributing the app in the store.

Her communication skills are above average, making her not only work well together with the members of a development team, but also to lead the team. She fits well within agile teams and is in the possession of the Professional Scrum Master 1 certification. She is an advocate of applying standards, clean code and useful tools, such as GIT, Jira, Zeplin a.o. which support collaboration.

Jolanda is curious by nature. This is why she likes to make tools, software and/or methods she does not know, her own in no time. In her spare time she visits meetings related to her field (including Cocoaheads, AppDevcon, SwiftIsland) and she likes to read about news on technical developments. She was also the lead of the competence line 'App Academy', which focused on professionalization and innovation of mobile development within Atos, her former employer.

Jolanda is an easy-going, proactive woman who is very driven. She is versatile, eager to learn and is able to pick up new things quickly.

Education

2014	App Developer Integration	Atos App Academy
2014	Prince2 Foundation	APMG International / Axelos
2013	Medior Android development	Atos App Academy
2013	Professional Scrum Master, level 1	Scrum.org
2012	M2Active Developer training	Service2Media
2012	Medior iOS development	Atos App Academy
2012	Masterclass App Development	Atos App Academy
2011	Conceptual Design and Development of Innovative Products (CD-DIP)	Engineering College of Aarhus, Bang & Olufsen
2007–2011	Human Technology (graduation year)	Hanze University, Groningen
2009	Safety for Operational Supervisors SCC	-
2005-2006	Communication	Hanze University, Groningen
1999-2005	Pre-university education	Vincent van Gogh, Assen

Work experience

2018	App developer – iOS & Scrum master	Yolt (by ING)
2017	Mobile app developer	Zorgdomein
2016	Mobile app developer & Scrum master – Banking	de Volksbank
2016	Web developer – Wordpress: website	Moospoos
2015	Mobile app developer – Remote room control app	Bosch (Thermotechnology)
2015	Web developer – Wordpress: website	Monique Goemans
2015	App developer – iOS: iPad app [confidential]	Philips (Research)
2015	App developer - Ionic: Car-trips-tracking app	CTIG
2015	App developer – iOS: iPad app [confidential]	Philips (Research)
2015	Web developer – Wordpress: website	Arends BV
2014	App developer – iOS & Android: GOV Magazine (ed.7)	GOV Magazine
2014	Web developer – Competence Plaza website	Atos
2014	App developer – iOS: HR app	Atos HR
2014	App developer – iOS: Sailmaster app	Marit Bouwmeester
2014	App developer – Android: SNS Reaal: BLG app	SNS Reaal
2013	Mobile consultant – Safety app	Siemens
2013	Mobile consultant – Safety app	Schiphol
2013	App developer – iOS: SNS Reaal: BLG app	SNS Reaal
2013	HTML developer – BlueKiwi	Atos Consulting
2013	Mobile consultant – App Requirements workshop	Efteling
2013	Mobile consultant – Pre-sales activities	-
2013	App developer – iOS: Charity app	4DMS
2012	App developer – iOS: Datacenter Dashboard app	DCIM
2012	App developer – iOS: ESS Time app	Atos
2012	App developer – iOS: Safety app	Siemens
2012	App developer – iOS: Dashboard app (demo)	AkzoNobel
2012	App developer – iOS: News app	VNG
2012	App developer – Android: Rating app	Atos
2011	Interaction designer – Innovation Camp	Bang & Olufsen
2011	Interaction designer – Wake-up Light	Royal Philips Electronics N.V.
2010	Interaction designer – Affiliate Network	Cleafs
2009	Interaction designer – 'Experience park'	Noorder Dierenpark Emmen
2009 - 2011	HTML developer – Website	Dansschool Ingeborg Assen
2008 - 2011	Sales	Jack & Jones (Blue Lagoon)

Skills

iOS / Swift	Core Data	Extreme programming
Android / Java	Cocoapods / Carthage	MVC & MVVM pattern
JSON & XML	Git	iXGuard
Agile / SCRUM	Jenkins / Gitlab / Fastlane	JIRA / Stash
Wordpress	BlueTooth	Unit/UI-tests

Extra information work experience iOS || Past 3 years

Mobile app developer – Yolt, Unthink money app
Yolt (by ING), Nov 2017 – present

Yolt is an app for budgeting and keeping track of multiple bank accounts.
Within Yolt, there are 5 feature teams, each responsible for a certain part of the app. Jolanda is the iOS developer and scrum master in the 'user engagement' team, which is responsible for getting the user (back) to the app and making the experience more pleasant. This included f.e.: (push & local) notifications, contact funnels for helping the user to request new features or another bank to support, rebuilding the entire top part of the dashboard (main screen) into a whole new concept (each with its own setup flow) and building 'guides' to guide the user through the app (https://www.yolt.com/blog/2018-10-10/meet-yolt-guides-your-step-by-step-to-money-empowerment). Another big subject was internationalizing the app, to make the app ready for new countries.

Next to features, she also worked a lot on the 'build-machines' and on improving overall processes there. F.e. making it possible to create team specific builds (involving fastlane/gitlab/hockeyapp/team backend environment). This helped to test features within teams, before merging to the develop branch.

Mobile app developer – Patientoverleg app
Zorgdomein, September 2017 – November 2017

Jolanda has worked on the 'Patientoverleg' (discuss patients) app at Zorgdomein, for 2 months. For iOS as well as Android she worked on bugfixes (mainly) and adding new features. She upgraded the project to Xcode 9, iOS 10+, the iOS 11 software update, iPhoneX issues and implemented SwiftLint.

Mobile app developer & Scrum master – Bankieren app
De Volksbank (SNS, ASN, Regiobank), July 2016 – August 2017

Jolanda was part of 1 of the mobile scrum teams at the Volksbank (previously SNS Bank), She worked on the (whitelabel / multi-brand) banking app from SNS, Regiobank and ASN Bank, for private and business users. She developed on both the iOS and Android app, worked as scrum master, lead the iOS competence group and was responsible for introducing/using Swift.

The banking app was a few years old and was therefore written mainly in Objective-C. Jolanda's work often consisted of expanding existing functionality, maintenance and bug fixing. In addition, she has also contributed to new developments, such as logging in and paying with Touch-ID and displaying mortgage data. Technical improvements she worked

on where f.e. implementing Carthage (library management in the project), expanding Jenkins applications, downloading test apps through OTA and implementing iXGuard (enhancing the security of the app).

In spite of the fact that the project did not contain Swift code, she still made her mark by making the project Swift-ready (enabling collaboration between Objective-C and Swift, making generated code by the backend compatible with Swift), by starting to code in Swift and by guiding her co-developers.

Mobile App Developer: Remote room control app
Bosch (Thermotechnology), Sep 2015 – June 2016
Bosch, a manufacturer of heating and hot water products, has also released a smart thermostat: the 'Nefit Easy'. The Nefit Easy is used in combination with an app, to perform more complex operations on a boiler. For a next generation thermostat, Bosch decided to build a completely new app. Jolanda worked on both the iOS and the Android app from the start.

Together with design bureau 'Van Berlo', which was responsible for the design, Jolanda worked on refining the interaction design in the app. She had an advisory role and performed an UX-test. After completion of the design by Van Berlo she was responsible for providing the design specifications (think: colors, sizes, font, architecture) towards the other 2 app developers in the team. The use of images was limited to a minimum to ensure that the app would stay as 'future-proof' as possible, since the release of the app was scheduled in 2017. Therefore, Jolanda introduced a technique previously unknown to Bosch, using a font to display icons in the app. The font could also be applied to the firmware.

A part of the communication layer towards the thermostat / Remote Room Control (RRC) from the Nefit Easy app could be reused. Other app logic and design elements were built by using the MVVM design pattern. Jolanda and the 4 other app developers chose to develop solutions which were possible on both platforms (keeping in mind restrictions based on language and platform), which makes the apps nearly identical, technically speaking.

Jolanda has assisted Bosch in setting up the Apple and Google Play store accounts. This way, the apps could be very easily distributed towards the (field)test users.

It was great to work in a scrum team which, next to the 5 app developers, also consisted of 2 testers, 4 firmware-, 1 mechanical-, 2 hardware engineers and a product owner. This allowed the team to work and test on all layers of the product in vertical user stories.

App Developer – iOS: iPad app [confidential]
Philips (Research), Jul 2015 – Aug 2015
Jolanda was asked to further develop the demo app, which was built in March to May earlier this year, into a version which can be used for a user-trial.

This meant expanding the app in terms of functionality and redoing the entire design of the app (with help from a designated designer). Jolanda also added unit tests to this version and she converted the app to Swift 2.

App Developer – iOS: iPad app [confidential]
Philips (Research), Mar 2015 – May 2015
Jolanda created a demo for Philips Research. The concept is marked as confidential, so no information about the purpose or contents of the app may be released.

The iPad app connects with an external device, by Bluetooth, to retrieve measurements. This data is send to the backend. There it is converted to more usable data and, based on the data, more content will be generated.
In (multiple threads in) the background of the app the processed data is retrieved (NSOperations, JSON), locally stored (Core Data) and subsequently visualized on the iPad in graphs and overviews/lists.

The app has been written in Swift, but makes use of existing (Objective-C) libraries as well, with the help of (cocoa)pods. During this project, Jolanda also worked with JIRA and Stash.