

Niels Aust

Technical Enabler

"With almost 25 years of experience in web and app development, Niels is a seasoned professional, proficient in multiple programming languages and driven by his passion for Home Automation, user-friendliness and agile development."

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Married, two kids

With nearly 25 years of experience in web application and game development, as well as creating apps and games for the Apple and Google App Stores, I have built up a broad and deep expertise. My programming skills include C#, Python, PHP, Javascript, HTML, CSS and various frameworks, which makes me flexible in dealing with different programming languages and environments.

In addition to my technical ability, I am fluent in Dutch, English and German, which enables me to communicate effectively and collaborate in diverse international teams. As an avid follower of the Scrum methodology, and have often taken on the role of Scrum Master, guiding teams to successful project delivery.

My personality is characterized by friendliness, loyalty and helpfulness, which contributes to a harmonious working environment. In my spare time I am passionate about Home Automation, designing my own products from initial design to 3D printing and from hardware to software development. I like using these products to provide insight into things such as energy consumption and to make automation tangible by providing them with a user-friendly and intuitive interface. I strongly believe in the importance of simplifying complex technologies to make them accessible to everyone. This is a reflection of my deep affinity for usability and my drive to optimize the user experience in everything I do.

Experience

Sabbatical

May 2022 - now

During my sabbatical I traveled, realized creative projects with my hands and further developed my favorite hobby, designing home automation products with my own hardware, software and 3D prints.

Technical Lead at Flavor BV

June 2017 - May 2022

In my role as Technical Lead at Flavour, I aimed to establish a seamless technical workflow by optimizing communication, automating the deployment pipeline, leading Scrum processes, and actively contributing to both backend and frontend development. I also fostered technical insights, precise estimations, and the definition of a clear vision.

Game design teacher at Utrecht University

2017 - 2018

Co-created and taught a Game Design course as part of the Game Technology curriculum at the University of Utrecht, where students were introduced to game design and agile development.

Game designer and developer at Little Chicken Game Company

Sept 2008 - June 2017

At Little Chicken I have designed and programmed applied mobile and web games. I have built backends and optimized and set up a Continuous Integration pipeline. Here I trained as ScrumMaster and have been taking this role in multiple projects.

Student at the HKU

Sep 2004 - Oct 2008

I was trained as a versatile game designer at the Utrecht School of the Arts. Building on my experience as a developer/project leader, I expanded my role to encompass management alongside my hands-on programming responsibilities in projects.

Web Developer & Project Lead at Vector Online Communications

1999 - 2004

During the internet boom, I embarked on my journey as a web developer, ultimately taking the reins of small teams. This experience allowed me to master the art of crafting websites from concept to polished HTML. As my expertise grew, I played a pivotal role in co-creating an in-house CMS using .NET.

More detail and most recent responsibilities

Flavour

At Flavour, I worked for 5 years as a Technical Lead, where I held a wide range of responsibilities. One of my initial focal points at Flavour, to foster an atmosphere of progress, was the introduction of Scrum. After teaching its principles, I oversaw it as a Scrum Coach and aided teams as a Scrum Master. I also considered the overall feasibility of projects, the planning, and team leadership. My technical vision was at the core of our projects, while I was also responsible for recruitment and overseeing programmers, as well as carrying out various tasks. These tasks were highly diverse, ranging from front-end development in HTML, CSS, Javascript, and Unity, but primarily backend work with PHP (Laravel framework) and MySQL. I also automated processes, including setting up continuous integration pipelines.

Hero Center

At Hero Center, I served as a Scrum Master and was responsible for the design, creation, and optimization of the backend of this online platform written in React. My executional focus was on setting up and optimizing the Laravel backend elegantly.

HackShield

For this turn-based puzzle game aimed at children, designed to raise awareness about their digital identity, I focused on designing, creating, and optimizing the backend. Additionally, I assisted with Unity (C#) work and the App Store publishing.

MediaMasters

MediaMasters was an online campaign during the Week of Media Literacy, where over 8000 classes with more than 30 children each logged in simultaneously to play a game and determine which class was the most media-savvy. It was a challenging project where I placed significant emphasis on compatibility with computers and browsers, primarily due to the use of WebGL in combination with video, the use of interactive whiteboards in classrooms, and tremendous pressure during peak hours on the linked backend. My focus here was on optimizing both backend and frontend performance. Additionally, I served as a Scrum Master.

Little Chicken Game Company

At Little Chicken Game Company, where I worked for 9 years, I initially focused on frontend development and later shifted my focus to backend technologies, including PHP (Vanilla, CakePHP, Laravel), MySQL, and Docker. I also had Scrum Master responsibilities on various projects.

KLM Jets

For KLM Jets, I worked on an endless runner game for iOS and Android, developed in Unity with C#. My responsibilities included game design, interface, and UI programming, implementing cloud storage technology, and integrating sparsely documented social plugins. I also set up a Continuous Integration pipeline to prevent manual work (and errors).

KLM Aviation Empire

KLM Aviation Empire was an airline management game, and my responsibilities were similar to those at KLM Jets.

Various 'Advergames'

I also contributed to various 'advergames,' which were simple campaign games with highscores. My work involved frontend and backend programming, with a strong focus on security to prevent highscore fraud.