



CODE REMOTE

Mobile Software Consultancy

SKILLS

-  Flutter
-  Android
-  Claude Code
-  Fastlane
-  Java
-  Kotlin
-  Firebase
-  Github - CI / CD
-  Azure
-  Big Query
-  Tableau

EDUCATION

ICT & Media
The Hague University
2006 - 2008

NLP Master Practitioner
Ravisie B.V.
2019 - 2021

ABOUT ME

At Code-Remote Evert is a software engineer who thrives on turning application ideas into reality. My 13+ years of experience have taken me from startups to enterprises, giving me a broad perspective on what it takes to build successful products. I'm an active member of the FlutterNL Community and I regularly participate in events, by frequently delivering presentations on Flutter topics, contributing to the growth and knowledge sharing within the Dutch Flutter community.

RECENT ACTIVITY

Public Speaker '12-04
Tweakers Developers summit 2024



Public Speaker '09-26
FlutterNL @CZ Meet-up



Public Speaker '08-29
FlutterNL @MarXact Meet-up



Attendee '07-01
FlutterCon Berlin 2024



Public Speaker '06-27
FlutterNL @Simyo Meet-up



Attendee '05-28
Full Stack Flutter Conference 2024





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RECENT WORK EXPERIENCE

Flutter developer

KPN | Amsterdam



2025-2026

At KPN I worked on the Monteurs App, the field-service app that KPN engineers use on site to activate fiber connections, run ONT and GPON quality measurements and close incidents. I delivered features across the full domain using Flutter with BLoC/Cubit and a strictly layered architecture, but my biggest impact was on the engineering foundation underneath. I built the automated GitHub Actions release pipeline for both Android and iOS including the complete Fastlane signing chain, and wrote the workspace initialisation script that turned a day of onboarding into a single command. I also built out the KPN design system as reusable components documented in Widgetbook, rotated hardcoded secrets out of the codebase and hardened the session and authorization services. Over fourteen months I helped take the app from version 4.6 to 5.3.

Flutter developer

Philips Hue Signify | Eindhoven



2024-2025

I had the honor of working on the largest Dutch Flutter app, with over 4 million installs and 50,000 daily active users. My primary focus was developing and launching the highly anticipated Multiverse feature, which enables users to manage multiple bridges within a single home and seamlessly migrate bridges between homes. To achieve this, I worked extensively with a complex hardware setup, including multiple bridges, lights, and security cameras, ensuring thorough functionality and integration testing. Unlike the widely used Bloc state management, the Hue App utilizes Redux, giving me valuable expertise in an alternative state management approach and expanding my perspective on app architecture.

Given the app's scale and complexity, rigorous testing was essential. I played a key role in maintaining 100% test coverage for reducers, actions, middleware, and view models—critical for ensuring stability and reliability. Additionally, I optimized the development workflow by writing custom shell and Dart scripts, including one to automatically remove unused translations, streamlining the app's performance and maintainability.

Flutter developer

Firsty | Amsterdam



2024

At Firsty, I was brought in to extinguish some fires in the app's authentication flow, ensuring it was stabilized and more secure. While the app is still evolving towards enterprise readiness, I guided the team in adopting better practices for building a robust, scalable architecture. I implemented the release CI/CD pipeline with code magic to quickly push to the App- and PlayStore. I also implemented an interface implementation of Analytics to measure the most important data points in the app in an agnostic way so Firebase Analytics could potentially be replaced by any other tracker with minimal impact. Leveraging Bloc for state management, I helped introduce clean architecture principles where possible and separated concerns for a more sustainable development approach, positioning the app for future growth.



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Flutter developer **Ahold Delhaize I Zaandam**



2022-2024

Building an enterprise full-Flutter mobile app was one of the coolest thing I've done so far in my career. We use CLEAN architecture principles, have 100% code coverage for our UI components, use screenshot testing, have generated swagger contracts and Unit test our Cubit/BLOC business logic. We separate our UI / domain and data layer using separate Flutter/Dart packages and on top of that have the whole CI/CD pipeline automated through Github actions. Everything what you would expect from an enterprise application. Due to a broken API team I proactively wrote a Postman script to automate API calls and save the team a lot of headache.

Product Owner **Backbase I Amsterdam**



2020 - 2022

Hired as an Android developer I took my shot at the role of Product Owner for one of the leading FinTech companies of the Netherlands with over 1200 employees. With great success, within a year I was even organizing the first Mobile hackathon for Swift UI and Jetpack Compose for the whole of Backbase with 10 different teams. Since the mobile design system was a foundation product, it was being used by all mobile teams in Backbase which comes with a huge responsibility. I was leading a team of six to build out the mobile design system of Backbase for both platforms; iOS and Android. Suddenly I had the power to decide the direction of the product. This was my opportunity to show off my NLP soft skills and years of technical knowledge as a freelance mobile developer.

Build and maintain a public Mobile Design System library for both Android and iOS, Build a showcase demo app for the mobile design system ui components, Automate the release pipeline with Bitrise, Automate non-breaking versioning of a multi-module iOS and Android project. Automate OpenAPI client generation. Plan for a company wide code base transition to Swift UI and Jetpack Compose and last but not least organize the first company wide mobile hackathon.

Android (Kotlin) developer | Scrum Master **Yolt ING Bank N.V. I Amsterdam**



2019 - 2020

At Yolt we are working hard to become the number #1 fintech app by scaling up from a smart money app to a payment platform for the whole European banking sector. Although it is a start-up of only 4 years old, from day one I was thrown in the deep with the MVVM architecture and had to use the newest Android Jetpack components and Kotlin. Next to using a continuous integration environment with automated Unit-, UI- and E2E tests, we're applying a strict code-reviewing regime to keep quality at its highest. By also taking on the role of Scrum Master I help the team to keep the energy high.

Android (Java) lead developer **Deloitte I Amsterdam**



2016 - 2017

We started out in Brazil with a team of three where we got two weeks time to validate an app idea as MVP, order cooking gas via an app. Or as it is now called in Brazil, the Uber for gas. My role expanded far beyond the boundaries of a regular Android developer. Going on the streets to visit dealers, setting up a back-end for the app, running Facebook ads while doing data analysis and data visualization. What started out as a 4-week concept project turned out to become a yearlong start-up craze in the heart of Amsterdam and São Paulo.



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2019 - 2021

Android (Java) team lead | Scrum Master



2015

Triple IT | Alkmaar

In the RTL XL app users can stream videos on demand from the Dutch Television broadcast station RTL for 5 different channels. The challenges in this project were more focused on my managing and communication skills. While taking over the role as team lead I successfully gained the trust of fellow Android developers and simultaneously satisfied RTL by maintaining a good communication flow. I was able to achieve this by adapting my working processes and structures to that of Triple-IT. By doing this it was easier to communicate and remove any inequalities to get to the same results.

Android (Java) developer



2015

Used Car Controller | Remote

I build the Android app from scratch for the Used Car Controller platform. It contains a variety of complex features such as a dynamically generated layout with interactive views that include buttons, dropdown boxes, checkboxes and color pickers. All based on a Json structure passed down by the server. This gives the client full control of the apps content without having to update the app source code.

Android (Java) developer



2014

Yolt ING Bank N.V. | Amsterdam

For the world's largest online booking firm I built a plugin for their Android app. The key feature for this plugin was downloading offline maps to the device so the user can navigate without using any internet quota when abroad. I built my own routing system with the A-Star algorithm. Another challenge was to support a different layout for tablet than for phone and make it work on old Android versions.

Android (Java) developer



2013

Pathé | Den Haag

The Dutch cinema Pathé app with more than half a million users. With the app you can order your tickets and see what movies are showing when and where. It's optimized for tablet and phone and uses all different kind of Android features like: camera, precise location, NFC, push notifications, change audio settings, video streaming, Facebook implementation and account synchronization with its back-end.

Android (Java) developer



2015

Buienradar | Den Haag

The #1 Dutch weather app that has between 1-5 million installations. It shows different kinds of weather maps and radars as well as personalized weather alerts that notify users. This was a long running project that had multiple upgrades like implementing Google Play in-app payments, adding a third party sdk and working with the Android NDK.