

Nick BRAAT

PERSONAL DATA

PLACE AND DATE OF BIRTH: Roosendaal, Netherlands | 08 December 1992
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EXPERIENCE

<i>Present</i> MAY 2016	WOLFPACK IT in Eindhoven <i>Front-End Developer</i> Worked on a multiple projects, varying from large AngularJS projects to React Native and CakePHP projects..
<i>Present</i> NOVEMBER 2015	E.S.T FELLENOORD <i>Web committee</i> As a member of the web committee I am responsible for development and maintenance of the website fellenoord.nl , the maintenance of the API, maintenance of the former Android App and the new Flutter App.
AUGUST 2018	Stikgoed.com <i>Web design & development</i>
SEPTEMBER 2017 SEPTEMBER 2016	E.S.T. Fellenoord <i>Secretary of the 47th board</i>
MAY 2016 NOVEMBER 2015	STUDENTAANHUIS <i>Student Assistent</i>

EDUCATION

<i>Present</i> FEBRUARY 2017	Master Human Technology Interaction, Eindhoven University of Technology <i>Exchange semester KTH in Stockholm</i> Detailed List of Courses
FEBRUARY 2017	BSc in PSYCHOLOGY and TECHNOLOGY, Eindhoven University of Technology Minor Design for games and play Minor App development Detailed List of Exams

LANGUAGES

DUTCH: Mothertongue
ENGLISH: Fluent

PROGRAMMING LANGUAGES

Advanced Knowledge: PHP, MySQL, REACT, HTML, CSS, JAVASCRIPT, PYTHON, JAVA
Basic Knowledge: C#, CLOJURE, ANGULARJS, VUEJS, REACT NATIVE, BASH, ANDROID

Master of Science HUMAN TECHNOLOGY INTERACTION

Courses

EXAM	CREDITS
Introduction to the HTI domain	5
User Experience Design (Design track A)	5
Advanced Data Analysis	5
HTI Research project	10
Advanced Perception	5
Advanced Social Psychology and Consumer Behavior	5
Network Society	5
Social media & life online. Citizens, consumers & the designed online world	5
Advanced Cognitive Engineering	5
E-business	5
Human-Robot Interaction	5
The Quantified Self in Health	5
Privacy Enhancing Technologies	7.5
Large Scale Software Development	7.5
Sustainability and Media Technology	7.5
Configuration Management	2.5
Swedish A1 for Engineers	-
Total	127.5

BSc in PSYCHOLOGY AND TECHNOLOGY

Courses

Design - C - Design for Social Innovation	5
Perception and motor control	5
Behavioral research methods 2: Dealing with data	5
Thinking and deciding	5
OGO Qualitative Methods for observation, analysis and reporting	5
Computer networks and security	5
Web technology	5
Logic and set theory	5
Human factors	5
Advanced research methods and research ethics	5
HTI in social context	5
OGO Quantitative Research	5
Work & organizational psychology: basic (IE)	5
Product innovation processes	5
Business Modeling	5
Automotive trends I	5
Design for Games & Play I; Game Design	5
Design for Games & Play II; Learning and Persuasion in Games	5
Design for Games & Play III; Playful Interactions	5
DBL App development	5
Human in Technology	5
User experience for intelligent systems	5
USE HIT Projects	5
Final Project Bachelor Psychology & Technology	10
Total	180