

Sem B.

sembruijnesteijn.com

● OPEN TO WORK

CONTACT

📍 Purmerend, Netherlands

📞 +316 5795 6213

✉️ @sembruijnesteijn.com

🌐 sembruijnesteijn.com

🐙 github.com/greedsss

TECH STACK

LANGUAGES

JavaScript TypeScript Luau

HTML5 CSS3

FRAMEWORKS

React Vite Electron

Node.js

STYLING & DESIGN

SCSS / SASS BEM Figma

UI / UX Design Systems

BACKEND & TOOLS

Firebase Netlify Anthropic API

Git REST

LANGUAGES

Dutch NATIVE

English FLUENT

EDUCATION

Software Developer

Media College Amsterdam

2021 to 2026

Web Development · Web Design · UI / UX Design

Sem Bruijnesteijn

FULL STACK DEVELOPER

React · UI / UX · AI powered products

01 PROFILE

Full stack developer based in the Netherlands who turns complex ideas into clean, fast and intuitive products. I work across the whole stack, from **React** front ends and design systems to **Firebase** backends and AI powered features, and I have shipped real applications end to end, including a deployed SaaS, a desktop app and original games. I care about polish, performance and interfaces people actually enjoy using.

02 EXPERIENCE

● Independent Software Developer

SINCE 2022

Self employed

- Designed, built and deployed Replai, an AI powered social media reply SaaS, from product concept to live release.
- Shipped full stack web and desktop apps using React, Vite, Electron, Node.js and Firebase.
- Owned the complete workflow: UI design in Figma, frontend, API integration, deployment and pricing.

● Product Design Intern

2025

Domits

- Designed and built responsive web pages from concept through to implementation.
- Collaborated with the team on product UI, layouts and user flows.
- Refactored and cleaned existing frontend code to improve quality and maintainability.

03 SELECTED PROJECTS

Replai

replai.agency

React Firebase Anthropic API Netlify

AI assistant that drafts on brand replies for social media. Built the full product: streaming AI integration, authentication, dashboard and tiered pricing.

ClipVault Desktop

Electron · Vite

Electron React Canvas

Desktop gaming clip studio with automatic game detection, screen recording, a canvas based clip editor and an in game overlay HUD.

Wayfinder MCA

React 18 · SASS

React 18 Dijkstra Compass API

Indoor navigation app for a Media College open day. Dijkstra pathfinding over a corridor graph with live compass and staircase guidance.

Finz

Roblox · Luau

Luau DataStore Game Design

Original ocean themed pet simulator with egg hatching, an XP and level system, unlockable zones and persistent saves.

04 INTERESTS

Design · Coding · Gaming · Training · Family