

# MSc. JOHN SCHAAP

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## INTRODUCTION |

I'm John Schaap, a technical lead, solution architect, and software engineer with nine years' experience delivering high-scale e-commerce and quick-service restaurant platforms. I specialize in reliable checkout, payments, and compliance solutions for high-traffic systems handling millions of orders globally.

Proactive in adopting emerging technologies and integrating them into high-impact, production-ready solutions, using tools like Copilot to improve productivity and code quality. My scientific background helps me quickly grasp complex concepts and systems, enabling efficient issue resolution with minimal impact. I focus on building maintainable, scalable, and reliable software grounded in SOLID, KISS, and YAGNI principles.

I've contributed to multinational teams by designing microservice architectures, solving complex technical challenges, leading large teams (30+), and analyzing requirements. Throughout, I ensured projects and stakeholders remained aligned. Colleagues describe me as persistent, committed, and detail-oriented, and I approach every challenge with the same mindset.



## Key Highlight

- **Role & Experience:** Technical lead, solution architect, and software engineer with nine years' experience delivering high-scale e-commerce and QSR platforms.
- **Domain Expertise:** Checkout, payments, and compliance systems handling millions of orders globally.
- **Technical Approach:** Microservices and scalable architectures; software built on SOLID, KISS, and YAGNI principles; proficient in leveraging tools like Copilot to boost productivity and code quality.
- **Leadership:** Led multinational teams of 30+, aligning stakeholders and driving complex projects to completion.
- **Traits:** Persistent, committed, and detail-oriented, with a focus on delivering high-quality solutions.

## EXPERIENCE |

**Senior Tech Lead | Solution Architect | Senior Full-Stack .NET Engineer**, Audabit Software Solutions B.V., Present  
Designed and delivered end-to-end full-stack solutions on Microsoft Azure and AWS, leveraging ASP.NET, SQL/NoSQL, Angular/React, and GraphQL in SCRUM/agile teams to build scalable, reliable, and maintainable systems.

**Senior Tech Lead | Solution Architect | Senior Full-Stack .NET Engineer**, Domino's Pizza, Year: 2018 – 2026  
Senior Technical Lead and Architect (via Audabit) for Domino's global platform, owning payments, POS integrations, and GDPR compliance across 10+ markets.  
Designed and delivered highly scalable, resilient, and maintainable .NET microservices, React/GraphQL applications, and Azure cloud architectures, powering millions of daily transactions.

**Tech Lead | Senior Full-Stack .NET Engineer | Angular Developer**, Akzo Nobel N.V., Year: 2017 – 2018  
Led Angular web application development in Microsoft Azure, enabling integration of colorimetric, mixing, and weighing instruments with web and desktop platforms.  
Served as Technical Lead, enabled instrument automation and seamless hardware integration across multiple platforms.

**Software Engineer | Researcher**, Science [&] Technology – Vision B.V., Year: 2015 – 2019  
Designed and developed complex web systems and advanced computer vision applications across PC, mobile, and embedded platforms.  
Delivered full-stack solutions using .NET, Angular, Unity3D, and Azure, applying SCRUM methodologies across internal R&D teams and external clients.

**Software Engineer | Researcher**, Leiden University Medical Centre, Year: 2014 – 2015  
Researched and developed human-computer interaction techniques, focusing on 3D object manipulation using hand

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gestures.

Built frameworks for medical applications with seamless integration of sensors and VR devices, delivering production-ready solutions for clinical research and evaluation.

## Software Engineer | VR Engineer, MetrixLab, Year: 2013

Developed immersive virtual reality environments and marketing research tools using Unity3D and Oculus Rift to simulate consumer behavior and optimize product placement research.

Delivered VR research solutions enabling realistic consumer behavior studies, integrating advanced VR interaction and data tracking.

## Teaching Assistant | Game Programming, Interaction Technology & Game Technology Introduction, Utrecht University, Years: 2012 – 2015

Supported course delivery and designed practical assignments, guiding students in developing interactive applications using VR and motion-sensing devices such as Oculus Rift, Wii Mote, and Kinect. Evaluated assignments and exams to ensure learning objectives were met.

## SKILLS |

### Languages

Dutch — Native

English — Full professional proficiency

### Architecture & System Design

Requirement analysis & domain modeling

Solution architecture & system decomposition

High-scale asynchronous system architecture design

- Event-Driven Systems, Messaging Patterns, CQRS
- Scalability & Caching
- Resilience (timeouts, retries, circuit breakers)
- Concurrency & performance optimization

Clean architecture & layered design

Domain-Driven Design (DDD)

Software design patterns (e.g. SOLID)

API design (versioning, backward compatibility)

Data access strategies

### Cloud & Platform Engineering

Microsoft Azure architecture & platform design

Azure Kubernetes Services (AKS)

Azure Container Apps & Azure Container Registry

Azure Web Apps

Azure Functions & Azure Logic Apps

Azure Service Bus & Azure Event Grid

Azure Cosmos DB & Azure SQL

Azure Storage Accounts (Blob, Table, Queue, Files)

Azure Key Vault (Secrets & key management)

Microsoft Entra ID (Identity platform integration)

Infrastructure as Code (Terraform)

Redis Caching

### Back-end Engineering

.NET/.NET Core (C#)

ASP.NET (Web APIs)

GraphQL

SQL & relational data modeling

- Entity Framework, Dapper

Asynchronous & message-based processing

Node.js

### Front-end & Client Development

Angular

TypeScript/JavaScript (jQuery)

HTML, CSS, SASS/SCSS/LESS

Bootstrap

React.js (Foundational Experience)

### Delivery, DevOps & Reliability

CI/CD pipelines (Azure DevOps, GitHub Actions)

Containerization & packaging (Docker)

Kubernetes-based deployments

Test automation (unit, integration, E2E)

- Specflow/Webdriver.io

Test-driven development (TDD)

Observability & monitoring

- Logging, metrics & tracing

- Azure Application Insights, Grafana, New Relic

Production debugging & incident resolution

### Security, Privacy & Compliance

Secure-by-design architecture

Security in cloud & distributed systems

Identity & access management

OAuth2 & JWT-based authentication

Secrets & key management

GDPR & privacy compliance

### Technical Leadership & Stakeholder Engagement

Technical leadership & mentoring

Architectural decision-making & guidance

Stakeholder management & communication

Cross-team and cross-department collaboration

Agile team collaboration (Scrum/Agile)

Supporting project planning & delivery

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## Tooling & Ecosystem

Git & source control workflows  
Azure DevOps, GitHub, Jira  
Postman  
Microsoft/GitHub Copilot  
Open Layers

## Analytical & Research Capabilities

Complex problem-solving in distributed systems  
Technical and architectural documentation  
Solution pathfinding in ambiguous and high-uncertainty contexts  
Research-driven decision making

## EDUCATION |

**Master of Science, Computer Science: Game & Media Technology**, Utrecht University  
Cum Laude, GPA: 4.0 | Start: September 2013, End: October 2015

**Bachelor of Science, Computer Science: Game Technology**, Utrecht University  
Cum Laude, GPA: 4.0 | Start: September 2010, End: July 2013

## ACHIEVEMENTS |

**Local Game Jam 2013**, Edge of Wolves, 1st place  
**Creative Game Challenge Student Edition 2012**, Breakpoint Revised, Special Award: Most Innovative  
**Creative Game Challenge Student Edition 2012**, Sketchman, Special Award: Art Style  
**Game Development Award 2011**, Breakpoint, 1st place

## INTERESTS |

Software Development	(Video)Games	Movies & Series
Innovative Hardware & Multimedia	Investing & Company Analysis	Sports (F1)
Personal Project using newest tech	Hiking	Lifeguard (Beach)