

# Toni van Ginkel

## Full Stack Engineer & Tech Lead

tginkel1@gmail.com · Barcelona, Spain

English: Fluent

Spanish: Native

Catalan: Working



## PROFILE

Full-stack engineer and tech lead with experience across the entire product lifecycle, from architecture and backend design to mobile and web development. I've led projects end-to-end in freelance, startup, and consultancy environments, making technical decisions and driving products from zero to production. I'm comfortable owning a codebase independently, leading a team, or jumping into an existing project and adding value quickly.

## EXPERIENCE

### Dribba

Mar 2025 – Present

#### Flutter Developer – ISDIN eCommerce

Barcelona, Spain (Remote)

Technology consultancy. Embedded within the eCommerce team of ISDIN, a leading pharmaceutical company, building and maintaining their mobile app with Flutter.

- Development of eCommerce features for an international pharmaceutical brand's mobile application.
- Collaboration in a consultancy environment with multidisciplinary teams and agile methodologies.
- Integration with backend APIs and product management systems in the pharmaceutical sector.

### Examfy

Aug 2023 – Feb 2026

#### Technical Lead & Co-founder

Barcelona, Spain

SaaS photo management platform for schools and kindergartens, built from scratch and scaled to production.

- Designed and implemented the full architecture: AWS and GCP backend, React Native mobile app, and React web dashboard.
- Scaled to 10,000+ unique users and over 1 million images managed on the platform.
- Built an image processing pipeline with Sharp: face detection, thumbnail generation, and precomputed storage for performance.
- Implemented microservices architecture, CI/CD pipelines, and GDPR compliance for educational environments.
- End-to-end technical leadership: from product design to deployment and maintenance.

### Tranquiliti

Mar 2023 – Aug 2023

#### Backend Developer

London, England

Backend development at a mental wellness startup until the company ceased operations.

- Resolved a critical bottleneck that was blocking further API development.
- Refactored codebase and database for improved scalability, security, and documentation.
- Decomposed services into microservices and developed new core backend features.

*Recommendation letter available on request.*

### Apollo Software

Nov 2020 – Mar 2023

#### Freelance Flutter Developer

London, England

Mobile app development for clients across the UK, Spain, and the Netherlands, alongside my Computer Science degree.

- Developed small and medium-scale apps using Flutter, Node.js, PostgreSQL, and MongoDB.
- Managed projects independently: requirements, design, development, and delivery.

### T-Innova

Oct 2018 – May 2020 (summers)

#### Software Developer & Cybersecurity

Barcelona, Spain

- Configured access control devices and programmed electronic boards.
- Performed social engineering attacks and external/internal penetration testing.
- Developed mobile applications using Flutter, Node.js, MySQL, and MSSQL.

*Recommendation letter available on request.*

## SKILLS

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### Mobile & Frontend

- Flutter, React Native, React.js, Vue.js
- TypeScript, HTML/CSS
- iOS (Xcode), Android (Android Studio), Expo

### Backend & Cloud

- Node.js, TypeScript, Flask, C++
- SQL, NoSQL (MongoDB, Firestore)
- AWS (EC2, S3, Lambda, RDS), GCP (Cloud Run)
- Microservices, CI/CD, Docker (basic)

### Engineering

- System design & architecture
- Security best practices
- Agile / Scrum
- Git

### Other

- Arduino, Raspberry Pi
- 3D Design: Blender, Fusion 360, OpenSCAD
- UX & UI design

## EDUCATION

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### University of Surrey

#### BSc Computer Science – Upper Second Class Honours (2:1)

Sep 2020 – Jul 2023

Guildford, UK

Modules included: Artificial Intelligence (87), Programming Fundamentals (97), Computer Logic (99), Parallel Computing (78), Advanced Algorithms (75), Computer Security (73), Web Applications Development (82).

### Longfields-Davidson Heights Secondary School

#### High School – Ottawa, Canada

Sep 2018 – Jun 2019

Ottawa, Canada

Studied robotics, including introduction to control systems, robot programming, and applied electronics.

### Espai

#### 200-hour C++ Programming Course

Jul 2017 – Sep 2017

Barcelona, Spain