



JONNE HEIJMANS

MANAGER // CREATIVE DEVELOPER

PROFILE SUMMARY:

I am a manager and creative developer, specialized in online and offline marketing materials. As a highly organized, results-oriented, and enthusiastic team player, I thrive in challenging projects where I can apply and share the knowledge and skills I've gained throughout my career. With a strong eye for detail and excellent communication skills, I perform well under pressure to meet deadlines while staying organized and consistently delivering outstanding service to clients. As an enthusiastic team player who takes responsibility and shows initiative, I look forward to collaborating on future projects.

CONTACTINFORMATIE:

Telefoon: +316 - 460 27 300
E-mail: jonne@precisions.nl
Website: www.precisions.nl
Linkedin: [@jonneheijmans](https://www.linkedin.com/in/jonneheijmans)

WORK EXPERIENCE:

CREATIVE DEVELOPER & MOTION DESIGNER

Senzie // 2022-2023

My activities included managing and working on my own projects such as landing and action pages, websites, online campaigns, motion design videos, video editing, and more...

ALGEMEEN DIRECTEUR

Senzie // 2017-2022

Together with the creative director/owner, I ran the company. My two main goals were ensuring the company operated smoothly and remained healthy, and making sure the team worked as efficiently as possible while maintaining our quality. In addition to this, I was also active as a Creative Developer.

STUDIO MANAGER & CREATIVE DEVELOPER

Senzie // 2007-2017

My role as Studio Manager was to ensure that everyone worked according to a consistent workflow and that everything in the studio ran smoothly. I was also responsible for learning new techniques and skills and teaching them to the team. Alongside this, I was also active as a Creative Developer.

DTP & PROJECT MANAGEMENT

Senzie // 2003-2007

My tasks included working on my own projects and managing them from start to finish. This included localizing POS material manuals and working on game magazines.

DTP & PROJECT MANAGEMENT

EPC // 2001-2017

Here, I learned how to successfully manage B2B print media projects and how to independently complete or supervise all related tasks.



ACADEMISCHE ACHTERGROND:

3D WEB DEVELOPER

Wawa Sensei // 2025

BASIC AND ADVANCED REACT

Scrimba // 2025

SWIFTUI

Hacking with Swift // 2024

THREEJS JOURNEY

Threejs Journey // 2023

GRAFISCH VOORBEREIDER NIVEAU 3

Grafisch Lyceum Utrecht // 2000-2001

GRAFISCH VOORBEREIDER NIVEAU 2

Grafisch Lyceum Utrecht // 1999-2000

GRAFISCH MANAGEMENT

Grafisch Lyceum Utrecht // 1997-1999

Completed up to the third year.

REFERENTIES:

Sigfrid van Driel: sigfrid@senzie.nl

SKILLS:

PROGRAMMEREN

HTML / CSS ★★★★★

/ JS

PHP ★★★★★

React ★★★★★

Next.js ★★★★★

Tailwind ★★★★★

Typescript ★★★★★

MySQL ★★★★★

JSON ★★★★★

GIT ★★★★★

Node ★★★★★

Vite ★★★★★

Threejs ★★★★★

GLSL ★★★★★

FirstSpirit ★★★★★

SwiftUI ★★★★★

TALEN

Nederlands ★★★★★

Engels ★★★★★

PROGRAMMAS

After Effects ★★★★★

Premiere ★★★★★

Photoshop ★★★★★

Illustrator ★★★★★

Indesign ★★★★★

Office ★★★★★

Lightroom ★★★★★

Visual Studio ★★★★★

Adobe ★★★★★

Audition ★★★★★

DaVinci ★★★★★

Resolve ★★★★★

Final Cut Pro ★★★★★

Blender ★★★★★

Figma ★★★★★

SEO ★★★★★

MacOS ★★★★★