Jeffrey Snijder

Freelance Mobile Developer & AI builder · Livecast

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LinkedIn · GitHub

All project links

Scan to open livecast.nl/cv-links.php — QR codes and links for Blindelinks, Roomcomposer, Teylers_AI and more.

Profile

self-taught since the 1980s (Commodore 64). Strong in the Apple ecosystem, product- and MVP-driven, clear communication for non-technical stakeholders. Builds mobile apps and practical AI systems on owned hardware: local TTS, open-weight models, and editorial tools where data and compute stay under your control.

Focused developer with an eye for functional solutions, clear communication, and practical AI. Product- and MVP-driven; watches time and priority. Prefers working systems on owned hardware over cloud demos.

Pragmatic problem-solver with UX/UI instinct from a graphic background. Turns ideas into usable apps and AI workflows: Blindelinks (news→speech), Teylers_AI (museum chat with local LLM + collection data), Roomcomposer (AI interior imagery) — on owned Macs.

Makes technology understandable for non-technical stakeholders. Builds value-driven applications — including AI matched to the job, with control over data, models, and cost.

Besides development, I enjoy cooking, DIY projects, woodcarving, writing music, playing guitar, and spending time with my wife and children.

Skills

Mobile: iOS (Swift, SwiftUI), Android (Kotlin/Java), Cross-platform (Flutter, Ionic)

AI & automation: local TTS/Voicebox, open-weight LLMs (e.g. Qwen on Mac Mini), RAG/function-calling over museum collections, Flux/Roomcomposer image workers, model routing, Cursor agent workflows

Languages: Swift, Java, Dart, JavaScript, C/C++, SQL, PHP, HTML/CSS, Python (tooling)

Tools: Xcode, Android Studio, IntelliJ, Cursor, Git, Docker, Tailscale, Mac Mini / Apple Silicon workers

Design: Adobe Suite, UI/UX principles

Extra: live streaming, audio/video, accessibility (VoiceOver)

Education

Graphic Design Certification | Night school
1st, 2nd, 3rd certificates (3 years) · completed 2003

Graphical MTS | Amsterdam
Diploma GT (Graphical Technical) · 1989–1993

Graphical LTS | Haarlem
C/D-level diploma · 1985–1989

Programming since the 1980s (Commodore 64). Early Apple exposure shaped a lasting focus on design quality and practical software. Continuous learning includes SwiftUI, Flutter, React, advanced PHP/JS, and AI integration (2021–2025).

Projects

Short selection below. Scan the QR for all project links.

Blindelinks — Listening app for Dutch news: extraction → local TTS/Voicebox.

Roomcomposer — AI interior photography for editorial teams on owned hardware.

Teylers_AI — Museum chat for Teylers: RAG + local LLM (Qwen) via Tailscale.

Menopur — Medical iOS app for Ferring: dosing and product info.

Merial — Interactive trade-show app for cattle farmers.

Recreatie app — Multi-tenant holiday-park platform: 200+ white-label apps.

Zeemeermin — Interactive iOS children's book with animation and narration.
Teylers Museum Instrument Room — Digital guide for 700+ scientific instruments.
OurOneTrackMind — Music platform with publishing, community and AI content.
Lease- & Mobiliteitsplatform — White-label SwiftUI mobility platform.
Esculaap Medical Suite — Medical education apps for doctors and nurses.
Diagram Editor — Web dataflow diagram editor for processes and data streams.
Echfit — iOS & Apple Watch fitness/trade-show experience.
MotionScore — iOS motion tracking with BLE sensors and reporting.
Dot Calibrate — iPad app to calibrate Xsens DOT sensors.
Simple CVST26 — Cognitive visual search test app for clinical use.
MuseaScout — iOS guide to 1,100+ Dutch museums.
Museumgids — National Museum Guide (Artcast): 1,250+ museums.
BuikBuddy — Free Crohn/colitis diary and caregiver sharing app.
Timo en het Toverboek — Interactive picture book for iPad/iPhone.
Dikkie Dik — Interactive kids apps around Dikkie Dik.
Die niet — Kids app: which picture does not belong?
Kikker app — Interactive Max Velthuijs Frog story app.

Work experience

Companies, software and collaborations — the story behind the projects.

Freelance Mobile Developer & AI builder | Livecast | Haarlem

2007 – present

Through Livecast I work as a freelance developer for brands, museums, publishers and medical organisations. Clients and partners I've built with include Ferring (Menopur), Merial/Boehringer (trade-show and fitness apps), Esculaap, Teylers Museum, lease and mobility brands, holiday parks (white-label apps), and publishers around children's books (e.g. Zeemeermin, Dikkie Dik, Kikker, Timo).

Software and stack: mainly Apple (Swift/SwiftUI, Xcode) and Android (Kotlin/Java), plus Flutter/Dart when cross-platform is needed. Also web/CMS (PHP, MySQL, JavaScript/React), Electron tools, and more recently local AI workflows (Python, open models, Cursor) on owned Macs — keeping data and cost under control.

Role: from consult and UX through build, test and store release.

Swift, SwiftUI, Xcode, Kotlin, Java, Flutter, Dart, PHP, MySQL, JavaScript, React, Electron, Python, Cursor

Co-founder & Developer | Artcast / MuseaScout | Haarlem

2009 – present

Co-founded the Artcast platform for museums and mobile audiences with partners XSService and Heat Design. First the National Museum Guide; later evolved into MuseaScout — a cross-platform guide covering 1,100+ museums.

Worked closely with cultural institutions on content, APIs and releases. Focus on iOS/Swift, API design and product choices in a shifting museum market.

iOS, Swift, API design, Project management

Founder & Live Streaming Producer | Livecast | Haarlem

2006 – present

Founded Livecast for live audio/video for cultural and public organisations. Worked with Probiblio, Gemeentemuseum Den Haag (Apple Museum Mode), Teylers Museum (FM broadcast via Mac minis) and Museum Dolhuys (podcast series), among others.

Tech: streaming and AV production, Mac-based setups, web integrations and practical on-site installs.

Live streaming, AV production, Mac mini, Web

Office Manager & Digital Systems | Style+Mathot Printers | Haarlem

Earlier career

At printer Style+Mathot: client contact, production planning and the path from quote to distribution. Used digital workflows and scripts to speed planning and repeat work — bridging office, prepress and production.

Automation, IT management, Production planning

Digital Archivist & Systems | Planeta Printing | Haarlem

Earlier career

At Planeta Printing responsible for the digital archive, software updates and automation of text/image processing. Built AppleScript and networking solutions so files and presses worked together more smoothly.

AppleScript, Networking, Automation

Quality Control Specialist | Sony Printing

Earlier career

At Sony Printing: quality control on print processes and final distribution — catching issues in the production chain before work left the building.

QA, Printing, Distribution
