



Pieter Vanderpol

Seeking a development role or contract focused on building high-quality software products.

WORK EXPERIENCE

Software Developer (contract) · Freightlogics Systems Inc.

Dec 2020 --- Feb 2026

BC, Canada

Intermittent, project-based engagements over this period

- Integrated modern IoT platforms (Samsara, ISAAC) with existing logistics infrastructure (TruckMate) for clients
- Headed development of custom software to massively speed up common trucking dispatcher tasks (rate confirmations, load offers)
- Connected custom software and workflows to an enterprise accounting platform (Business Central)
- Built and maintained web and mobile applications for managing warehouse inventory, package delivery, and yard worker itineraries
- Contributed to R&D and requirements gathering for new SaaS offerings, and assisted with technical decision-making and issue triaging

Junior Software Developer · Dye & Durham

Jan 2020 --- Oct 2020

BC, Canada

- Implemented new features and tooling for enterprise conveyancing software

PROJECTS

Squad Layer Manager developed under alias

github.com/tactrigsds/squad-layer-manager

Advanced administrative controls and insights for server admins of Squad, a multiplayer military sim. In pre-alpha on a popular community-run server, with plans to expand.

- Custom columnar query engine in Rust, compiled to WASM and run identically server-side and in-browser to filter, sort, and sample a 730k-row dataset at interactive speed
- Network-replicated stores shared by clients and server over WebSockets, giving latency-free collaborative editing and live user presence
- Sophisticated GUI components: draggable/floating windows, multi-function grids, and a drag-and-drop query editor
- Companion Rust agent on game hosts, serving as proxy for minimal latency and improved security
- Robust CI & Dockerized deployment; test suites run against a purpose-built game server emulator for full end-to-end testing

livechess.xyz

livechess.xyz · github.com/petevdp/livechess-xyz

Free online chess for casual games with friends, no sign-ups required.

- Mobile- and desktop-friendly
- Optimistic update and rollback netcode for minimal felt latency in multiplayer
- Variety of chess variants
- Singleplayer mode vs. AI
- All game logic and board UI implemented from scratch

SKILLS

Languages TypeScript, C#, Python, Ruby, Rust

Platforms Linux, Web, Azure, Windows (Desktop & Server), Android(React Native, Ionic)

REFERENCES

Chris Maddocks

CoFounder & Consultant, Freightlogics

Langley, BC

Contact available on request · [LinkedIn](#)

Matthew Mistele

Software Engineer II, Microsoft

Seattle, WA

Contact available on request · [LinkedIn](#)

*One additional reference
available on request*