

## Employment

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<b>Teaching Assistant</b>	<b>University of Groningen</b>	<b>Feb 2019 - Jul 2023</b>
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- **BSc courses:** Object-Oriented Programming (5x; Coordinator), Advanced Object-Oriented Programming (4x; Coordinator), Algorithms and Data Structures in C for AI (2x), Advanced Algorithms and Data Structures (2x), Signals and Systems (2x), Parallel Computing (2x), Computer Graphics, Operating Systems.
- **MSc courses:** Advanced Computer Graphics, Advanced Parallel Programming, Image Processing (2x).
- **Student Mentor.**

Responsibilities included: (1) Designing course material, such as readers, assignments, and tutorials. (2) Coordinating teams of TAs, creating schedules, grading schema, and communicating with students. (3) Giving lectures, tutorials, and lab sessions.

<b>Numerus Fixus Coordinator CS</b>	<b>University of Groningen</b>	<b>Oct 2019 – Jul 2023</b>
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- Designed, wrote and organized the selection test for the CS Numerus Fixus Programme each year.
- Responsible for leading a team of TAs in grading the selection tests and portfolios.
- Involved in streamlining and automating the Numerus Fixus process on a faculty level.

<b>Web Developer</b>	<b>University of Groningen</b>	<b>Oct 2020 – Aug 2022</b>
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- Designed, built, and maintained MATIG: a system that simplifies the organization and automates a large part of the matching procedure for several studies at the Faculty of Science and Engineering. Built using React, Express.js, MongoDB, Redis, and Kubernetes.
- Responsible for adding a plagiarism scanning feature to the university's online grading system Themis.

## Education

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<b>Groningen, NL</b>	<b>University of Groningen</b>	<b>Sep 2017 – Jul 2023</b>
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- Master's Computing Science. Data Science & Systems Complexity. GPA: 9.0/10 - Cum Laude.
- Bachelor's Computing Science. GPA: 8.8/10 - Cum Laude.

## Technical Experience

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### Projects

- **NITRO: Image-Processing Node Editor** (2023). A node editor that allows for building complex image processing routines. Built using C++, Qt, OpenCV, and OpenGL (GitHub).
- **Distributed GPU Convolution** (2022). A GPU implementation of generalized convolution operators aimed at large image data sets for distributed systems. Built using C, CUDA, and MPI (GitHub).
- **GPU Catmull-Clark Subdivision** (2022). A GPU-accelerated version of the Catmull-Clark subdivision scheme using CUDA (GitHub).

## Additional Experience and Awards

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- **Best Presentation Award:** Received best presentation award for the following courses: Introduction to Data Science, Student Colloquium (2x), Information Systems.
- **Interview Committee:** Student member interview committee *Tenure Track Assistant Professor* (x2) and student member interview committee *Teachers for the Computing Science Programme*.

## Languages and Technologies

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- C++; C; Java; JavaScript; Python; Bash; CUDA; OpenGL; Qt; React; Node.js; Kubernetes; MongoDB; SQL
- Blender; Davinci Resolve; Adobe Photoshop; Adobe After Effects; Google Search