



# Mark Tensen

## Machine Learning Engineer & Researcher

Experienced ML engineer specialized in 3D graphics and rendering R&D. Applying state-of-the-art solutions to real-world problems, with solid full-stack engineering skills. On the side, I'm tinkering with real-time GPGPU programming & ALife.

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## Experience

### Motorica - ML Engineer / Research

March 2025 - Now

Motorica is leading generative animations. I'm improving the model architecture and building new ML prototypes to enable user creativity.

### Hypothetic - Full Stack ML Engineer

Jan 2023 - March 2025

At Hypothetic we're building creative tools for the 3D industry. I've implemented/trained state of the art **3D diffusion models**, **control-net**, **GANs**, **differential rendering** and other generative methods, into our products. Also actively contributing to our **vector search DB**, Django backend, frontend, and dev-ops pipelines.

### Sogeti - Senior Data Scientist

Jan 2021 - Nov 2022

At Sogeti I've worked as a consultant to develop AI products. My work was on **GANs** for synthetic data & image synthesis/**computer vision**, and building generative tooling for our clients BMW, Alstom, RDW, and KLM with **Reinforcement Learning** and **VR** in **Unity**.

### Onformative - AI Research

Nov 2019 - Jan 2023

Onformative is one of the world's leading Generative design and graphics studios. With them I've set up a **reinforcement learning** project, in which I trained an agent to make sculptures by within a 3D environment with **Unity3D**, **ml-agents**, and **tensorflow**. Project link [here](#)

### Plant Vision - CTO

Dec 2018 - Jan 2021

I transformed Plant Vision's ideas into a working demo prototype. Plant Vision is an AI/AR startup with tech in service of a large scale **computer vision** approach to optimize horticulture. I've built an **iOS** app to gather and annotate image data, trained **object detection** networks and embedded them on iOS via **CoreML**.

### MIT Dicarlo Lab - Research Assistant

Sept 2017 - May 2018

I've co-authored one publication on **Neural architecure search** (NAS) for **image recognition** by optimizing and implementing **Reinforcement learning** algorithms, and researched NAS applied to **RNNs**.

### UvA Pennartz Lab - Research Assistant

Jan 2017 - Aug 2017

Supervised by prof. C.M.A. Pennartz and dr. S. Dora. I did neuroscience research on how deep predictive coding networks could be used for **image classification**.

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## Education

University Of Amsterdam - MSc Neuroscience

2016 - 2018

Keio University - Global Exchange Program

2016

University Of Amsterdam - BSc Neuroscience

2012 - 2016

### Contact

- blog/portfolio: [marktension.nl](http://marktension.nl)
- [tensen.mark@gmail.com](mailto:tensen.mark@gmail.com)
- +316 12268770
- Amsterdam

### Social

- [twitter.com/Mark\\_Tension](https://twitter.com/Mark_Tension)
- [linkedin.com/in/mark-tensen](https://linkedin.com/in/mark-tensen)

### Skills

- **8 years** ML research, software engineering & datascience
- **5 years** Unity development
- **3 year** (3D) graphics & compute shaders

### Tech

- **ml:** Tensorflow, Pytorch, Python, linux, differentiable rendering (mitsuba, JAX, Pytorch3D)
- **graphics:** Rendering, raymarching, Unity3D, HLSL, C#, blender, webGPU,
- **frontend:** Javascript, Typescript, ReactJS,
- **backend:** postgresSQL, PGVector, Django, python
- **infra:** AWS, Azure, kubernetes, docker, docker-compose, wandb, gh-actions

### Publications

- Bashivan P, Tensen M, DiCarlo J, (2018) Teacher Guided Architecture Search

### Languages

- English, Dutch, German

### Hobby's

- Digital Music Production & MaxMSP device programming
- Artificial life with GPGPU methods for large scale visual simulations
- Brazilian JiuJitsu blue belt competitor