



## Education

### Utrecht University

Utrecht, February 2021 – February 2023

Master Artificial Intelligence

- Subjects include Natural Language Processing, Advanced Machine Learning, Pattern Recognition and Social Computing

### Utrecht University

Utrecht, September 2020 – February 2021

Premaster Computer Science:

- Subjects include Introduction to Logic, Math for Artificial Intelligence and Artificial Intelligence

### The University of Sydney

Sydney, February 2020 – June 2020

Exchange program:

- Subjects included: Games and Play, Entrepreneurship and Innovation, and Building and Managing Brands

### The University of Hull

Hull, September 2019 – January 2020

Exchange program:

- Subjects included: Software Engineering, Artificial Intelligence and Data Science and Decision Systems

### Utrecht University

Utrecht, September 2016 – August 2020

BSc. Liberal Arts and Sciences (profile Information Sciences)

- Subjects included: Programming, Information Security, Strategic Management of Organizations and IT, Organizations and IT, Innovation Systems, Design of Interactive Systems.
- *Information Science Thesis Topic:* Optimizing Students Learning Process through the Cognitive Load Theory, a case study on the module Information Systems.
- *Liberal Arts and Science Thesis Topic:* An Interdisciplinary research into the suitability of the 2015 Paris Agreement.

## Work Experience

### De Nederlandsche Bank (The Dutch Central Bank)

Amsterdam, September 2021 – Current

Business Analyst at Department Monetary and Statistics

- Communicated with stakeholders to identify product requirements
- Analyzed and presented crucial information to relevant stakeholders to progress the development of a new application
- Thorough understanding of the internal workings of banking transactions

### De Nederlandsche Bank (The Dutch Central Bank)

Amsterdam, February 2021 – August 2021

Intern Innovation Lab

- Lead several projects as scrum master
- Collaborated with others in developing products using Natural Language Processing methods
- Conducted a Process Mining proof of concept
- Managed relationships with project stakeholders

### Panasonic

Various, November 2019 – Current

European Representative Sports Game Changer Event

- Competed with university students across Europe and won.
- Designed a unique product to break barriers and make it easier for consumers to participate in the viewing of the Olympic Games.
- Work directly with Panasonic engineers and marketing teams to further develop, improve, and envision the product. I am in charge alongside two other students in ensuring the idea to be developed into a prototype, which will be presented to the board of directors at the Olympic Games in 2021.

## Additional Information

- Business proficient languages: Dutch and English
- Programming languages: Python, JavaScript, HTML5, CSS, and C#
- 11 years of international experience on four different continents.
- Certifications include Risk Management, Erasmus Online Linguistic Support (English Level C2), KNVB Youth Referee and 6.00.1x: Introduction to Computer Science and Programming Using Python