

Education

Utrecht University

Utrecht, February 2021 – February 2023

Master Artificial Intelligence

- Subjects include Multi Agents Systems, Philosophy of AI, Natural Language Processing 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 Nederlandse Bank

Amsterdam, February 2021 – Current

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.

Fundustry Events

Harderwijk, June 2018 – August 2018

Customer Service Assistant

- Served customers in a variety of tasks, including but not limited to cooking, working behind the bar, supporting customers between games by giving advice, organizing parties, cleaning equipment and facilities, managing security and managing live games.

Additional Information

- Business proficient languages: Dutch and English
- Programming languages: JavaScript, Python, HTML5
- 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