

# Sylke Gosen

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## EDUCATION

### HIGH SCHOOL

Praedinius Gymnasium, Cum Laude

### BACHELOR'S DEGREE

Computer Science (Gametechnology)  
Utrecht University, Cum Laude  
8.74/10

### MASTER'S DEGREE

Artificial Intelligence  
University of Amsterdam and VU  
8.95/10  
Expected graduation 2020

## COURSEWORK

### GRADUATE

Machine Learning I, II  
Deep Learning  
Computer Vision I  
Natural Language Processing, I, II  
Information Retrieval I  
Knowledge Representation  
Multi-Agent Systems  
Evolutionary Computing  
Reinforcement Learning

### UNDERGRADUATE

Computer Architecture and Networks  
Game Programming  
Logic for Computer Science  
Databases  
Game Design  
Data Structures  
Graphics  
Modelling and Systemdevelopment  
Functional Programming  
Concurrency  
Languages and Compilers  
Artificial Intelligence  
Intelligent Systems  
Computational Intelligence  
Optimization and Complexity  
Research Methods  
Security  
Law and Computer Science  
Image Processing  
Three-dimensional Modelling  
Data Analysis and Retrieval

## WORK EXPERIENCE

### UTRECHT UNIVERSITY | TEACHING ASSISTANT

2015-2017

During my bachelor's degree, I worked as a teaching assistant for the following courses: Logic for Computer Science, Game Programming, Datastructures, Intelligent Systems, Modelling and Systemdevelopment

## PROJECTS

### BACHELOR INTRODUCTORY PROJECT

Nov-Dec 2014

Worked with a team of four people to recreate the classic Castlevania game with an added lighting system

### BACHELOR FINAL PROJECT

Feb-Jun 2017

Worked with a multidisciplinary team of eleven people to create an educational game for biology students about analyzing DNA sequences

### PROJECT AI

Jun 2019

Researched interpolation consistency training for semi-supervised learning for Braincreators

## EXTRACURRICULAR ACTIVITIES

### DESCARTES COLLEGE HONOURS PROGRAMME

Two year interdisciplinary honours programme. Was responsible for organizing the fourth period (selecting, inviting and introducing speakers from a wide range of scientific fields).

### GHIS HONOURS PROGRAMME

Interdisciplinary seminars. Took part in seminars on Rhetoric, Complex Systems and Climate Change.

## SKILLS

### LANGUAGES

Dutch  
English

### PROGRAMMING LANGUAGES

A lot of experience: Python (PyTorch, NumPy, SciPy, Matplotlib), C#  
Some experience: Java, Javascript, MATLAB, C++, Haskell, SQL

### OTHER

LaTeX, Git  
I play(ed) several e-sports at a high level including Hearthstone, Gwent, Eternal and Teamfight Tactics

THESIS PREFERENCE: 9 MONTHS (48 EC)