

# Teun Leenders

TECHNICAL SOFTWARE ENGINEER

### **ABOUT**

## CONTACT



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https://teun.leenders.studio



Kerkweg 53, Nieuwendijk, **Netherlands** 

### **EXPERTISE**

Communication











## **WORK EXPERIENCE**



Pixelfarming Robotics **APRIL 2021 TILL NOW** 

# Operator / Engineer

Pixelfarming is a company that innovates in agriculture with robot- and drone technology. What I have done so far at Pixelfarming is operating and testing the Robot One, scanning fields with a drone, developing software to script drone flights, and creating a digital environment using Unity and Blender.



VGR Groep MAY 2020 TILL MAY 2021

## **Research Precisionfarming**

VGR Group is a company that maintains sports fields and golf courses. I have started research for a project in which we combine precision farming technologies into sports field and golf course management.

## **EDUCATION**



Avans Hogeschool Breda **JULI 2021** 

# **HBO Propedeuse Technische Informatica**

I finished my first year's propaedeutic examination of the "Technische Informatica" Bachelor's degree with 60 ECTS and an average degree of 7.41.



Michael / Markenhage College JULY 2021

#### **HAVO**

Michael College is a Waldorf school, which means that during my higher secondary general education I have learned several different creative skills. This means that I have a European portfolio containing extra certificates. For details about this portfolio, please feel free to contact me.



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## **EXPERTISE**



### HOBBIES AND SKILLS



I have a passion for aviation and specifically, FPV drones. I have built and flown FPV drones since 2021 and I have participated in several simulator races. Also, I have a great passion for music. Both of my parents are professional musicians, so I have listened to and learned to make music since I was young. I have played and learned the drums for 5 years and selftaught guitar, bass guitar and Ableton (for electronic music).

Creating computer generated imagery (CGI) has also become one of my hobbies. In 2018, I started using Autodesk Maya, but I quickly switched to Blender and have been using it ever since. I used Blender to create most of the artworks that can be found on my website.