

Eric Luper

PERSONAL DETAILS

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<i>Github</i>	https://github.com/The8Loop
<i>DevBlog</i>	https://The8Loop.github.io

EDUCATION

MSc. Systems and Control 2018-In Progress
University of Twente
Study on the modeling and control of dynamic systems. Specialization in biomechatronics.

BSc. Advanced Technology 2012-2017
University of Twente
Multi-disciplinary study including physics, materials science, mechatronics, computer science, and business. Minor in Systems and Control.

SKILLS

<i>Software</i>	HTML, CSS, TYPESCRIPT, C#, ANGULAR, ASP.NET, SQL, MATLAB, C++
<i>Mathematics</i>	Control Theory, Kalman Filtering, Dynamic Modeling

PROJECTS

Website Development ■
Council of Yggdrasil
<https://council-of-yggdrasil.company>

- Website for tracking financial contribution to a player guild.
- Front-End built with Angular using reactive forms for input fields.
- Back-End built with ASP.NET and Microsoft SQL Server as the database.

Honeybee and Friends ■
<https://honeybeeandfriends.buzz>
Contributing to the development of a static site for an upcoming daycare business.

Bachelor Project ■
Modeling and Simulation of a Kuka LKR Arm
Project involved working for the i-Botics research group, focused on dynamic modeling using a component based approach in 20-sim, and integrating it into Gazebo for the purpose of co-simulation.

Unity Game Development ■
Hobby
Worked on various Unity projects individually and with a group in a hobbyist context.