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# Govert Verkes

## Education

2016-2018 **MSc in Artificial Intelligence (Expected graduation, June 2018)**, *University of Amsterdam*, Amsterdam, *8.7/10*.

2013-2016 **Honours BSc in Computer Science**, *University of Amsterdam*, Amsterdam, *8.8/10*.

2016 **BSc Thesis about "Scale Space based Convolution Neural Networks"**, *University of Amsterdam*, Amsterdam.

2015–2016 **BSc in Computer Science and Machine Learning (Visiting student)**, *University of Edinburgh*, Edinburgh, *A*.

2011–2013 **Courses in Physics**, *University of Amsterdam*, Amsterdam, 8.5/10.

2010–2011 **Cambridge English Advanced (CAE)**, *LSC Vancouver*, Vancouver.

2004–2010 **Pre-university high school - math & science track**, *Kandinsky College*, Nijmegen.

## Experience

2017– **Head technology**, *Amsterdam Machine Intelligence*, Amsterdam.

2015-2017 **Teaching assistent Linear Algebra, Formal Languages, Computer Vision, Machine Learning**, *University of Amsterdam*, Amsterdam.

2016 **Developer psychological tests for PhD thesis**, *University of Utrecht*, Utrecht.

2015 **Intern**, *Huawei Technologies Co. Ltd*, Beijing.

2011 **IT expert**, *Internet provider "Online"*, Nijmegen.

## Languages

Dutch (Native), English (Fluent)

## Programming skills

Languages C, C++, Java, Python, MATLAB, R, Prolog

Frameworks TensorFlow, Torch, Theano, Flask, Ruby on Rails, Android Studio, Xcode (iOS)

## Societies

2013- **"VIA"**, Amsterdam Computer Science Society

2011-2014 **"Nereus"**, Amsterdam Rowing Society

## Interests

Sailing, Soccer, Hill walking, Travelling

**Govert Verkes**
**Transcript of grades**
**August 15, 2017**

| Course | ECTS | Grade |
|---|---|---|
| Project AI - Entity retrieval in leisure travel | 6 | 9 |
| Multi Agent Systems | 6 | 9 |
| Computer Vision 1 | 6 | 8.5 |
| Deep Learning | 6 | 9 |
| Information Retrieval 1 | 6 | 8.5 |
| Computational Intelligence | 6 | 7.5 |
| Natural Language Processing 1 | 6 | 8.5 |
| Machine Learning 1 | 6 | 9.5 |
| Knowledge Representation | 6 | 8.5 |
| Anomaly Detection using Machine Learning | 6 | 8 |
| Modern Databases | 6 | 9.0 |
| Theoretical aspects of programming | 6 | 8.0 |
| Netcentric Computing | 6 | 9.0 |
| Information Theory | 6 | 8.0 |
| Logic Programming | 6 | 8.5 |
| Intelligent Autonomous Robotics | 6 | 8.0 |
| Introductionary Applied Machine Learning | 6 | 8.5 |
| Psychology 1: self and society | 6 | 8.5 |
| Project Software Engineering | 6 | 9.0 |
| Statistical Reasoning | 6 | 9.0 |
| Reflection on the Digital Culture | 6 | 9.0 |
| Computer Vision | 6 | 9.0 |
| Cryptography | 6 | 7.0 |
| Graphics and Game Technology | 6 | 8.5 |
| Numerical Recipes Project | 6 | 9.5 |
| Concurrency and Parallel Programming | 6 | 7.5 |
| Network and System Security | 6 | 8.5 |
| Algorithms and Complexity | 6 | 7.5 |
| Introduction Computational Science | 7 | 7.5 |
| Multimedia | 6 | 8.5 |
| Operating Systems | 6 | 8.0 |
| Automata and Formal Languages | 6 | 7.5 |
| Linear Algebra | 6 | 10.0 |
| Datastructures | 6 | 8.5 |
| Webprogramming and Databases | 6 | 8.5 |
| Discrete Math and Logic | 6 | 9.0 |
| Programming Languages | 6 | 7.5 |
| Introduction to Programming | 6 | 8.5 |
| Computer Architecture | 6 | 7.5 |