Guido Zuidhof

Artificial Intelligence Student

Contact

Email
me@guido.io

Phone
Available upon request

Website
http://guido.io (http://guido.io)

About

Profiles

GitHub
gzuidhof (https://www.github.com/gzuidhof)

LinkedIn
guido-zuidhof (https://nl.linkedin.com/in/guido-zuidhof-377b6947)

Work

Donders Institute for Brain, Cognition and Behaviour, Centre for Cognitive Neuroimaging
2015 —

Student Assistant
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Developed various demos for the NoiseTagging project. NoiseTagging is a BCI

(brain computer interface) technique where the user is capable of giving input by looking at flickering visual stimuli, which is classified from EEG data. These demos were developed using the Unity3D engine (C#) and targeted both desktop and mobile platforms.

Highlights

- Visual speller, allowing the user to type sentences by looking at keyboard keys.
- Projection mapping demo, where the noisetags are projected on real world objects.
- Game demo to show NoiseTagging's potential in entertainment.

Van Doormalen (Albert Heijn franchise) 2008 — 2011

Shelf stacker and Evening Crew Manager ()

Education

Radboud University Nijmegen 2015 —

🎓 **Artifical Intelligence - Web and Language track**
Master

Courses

- NWI-IMC030 Machine Learning in Practice
- SOW-MKI51 AI at the Webscale
- NWI-IMC042 Natural Computing
- SOW-MKI52 App-lab: Intelligent Mobile Apps
- SOW-MKI50 Human-robot interaction
- SOW-MKI55 Artificial and Natural Music Cognition
- SOW-MKI37 TCS-2: Science and Society

Radboud University Nijmegen 2011 — 2015

🎓 **Kunstmatige Intelligentie (Artifical Intelligence)**
Bachelor

SG. Augustinianum, Eindhoven 2005 — 2011

🎓 **Economics and Society with extracuricular course in physics**
VWO

Skills

Programming

- Object-Oriented
- Functional (Elixir, Python)
- Logic (Prolog)

Workflow

- Version Control (git)
- Automated testing (travis-ci)
- Agile (scrum)

Machine Learning

- Python (numpy, scipy, scikit-learn, pandas, lasagne)
- Matlab

Web Development

- HTML, CSS, JavaScript
- WebRTC
- React.JS
- Meteor

Game Development

- Unity3D
- three.js
- Phaser

Languages

English
Full professional proficiency

Dutch
Native Speaker

French
Limited working proficiency

German
Elementary proficiency

Interests

Open Source Software

Machine Learning

Tech