LESLEY VAN HOEK

Software developer, researcher, and artist in creative technology

⚰ May 21, 1995, Breda   📍 Rotterdam, The Netherlands   🌐 lesleyvanhoek.nl   @ lesleyvanhoek@hotmail.com
in lesleyvanhoek   ⭘ lshoek

EDUCATION

MSc Media Technology
Leiden University

📅 Sept. 2018 – Sept. 2020   📍 Leiden, The Netherlands

- Wrote my master's thesis "Evolving Virtual Embodied Agents using External Artifact Evaluations."
- Completed the courses: Deep Learning & Neural Networks; Evolutionary Algorithms; Human Computer Interaction; Non-Human Cognition; Scientific Narration & Visualization; Sound, Space & Interaction etc.
- Worked as a teaching assistant for the courses "Introduction to Video Game Making" and "New Media & New Technologies."

BSc Computer Science
Avans University of Applied Sciences

📅 Sept. 2012 – Aug. 2016   📍 Breda, The Netherlands

- Wrote a case study report "Enhancing Visual Realism of Virtual Objects in Mobile Augmented Reality Applications using Unity3D."
- Completed the courses: Algorithms; 3D Computer Graphics; Computer Vision; Mixed Reality; Databases, Design Patterns; Network technology; Digital Signal Processing; User Experience & Interaction etc.

Minor Games Technology
Stuttgart Media University

📅 Sept. 2015 – Feb. 2016   📍 Stuttgart, Germany

- Completed the courses: Game Engine Programming; Computer Graphics; Programming Massively Parallel Processors; Gameplay Programming; Practical & Theoretical Game Development etc.

ACCOMPLISHMENTS

Publications

- van Hoek, L., Saunders, R. & de Kleijn, R. (Forthcoming)."Evolving Virtual Embodied Agents using External Artifact Evaluations". Springer Communications in Computer and Information Science.

Awards

- Best Video Award. BNAIC/BeneLearn 2020 (Benelux Conference on Artificial Intelligence and Machine Learning)

EMPLOYMENT

Software Engineer
NAP Labs + NAP Framework

📅 Jan. 2020 – present   📍 Amsterdam, The Netherlands

- NAP is an open-source real-time control & visualization platform used to build large audiovisual installations & control high-precision robotics.
- Made essential contributions to the (render) engine and wrote software for a wide range of demanding art installations.

SOFTWARE

Programming languages

C++   C   Python   C#   Java   R   Lua

Tools & frameworks

NAP Framework   Vulkan   OpenGL/GLSL   OpenCV   Tensorflow 2   Pytorch   Bullet Physics   openFrameworks   Unity Engine   Arduino   Pure Data   Processing

Version control

Git

LANGUAGES

Dutch
Native language

English
C2 full professional proficiency (certified, University of Cambridge)

German
B1 limited working proficiency (certified, Stuttgart Media University)

OTHER

Driver's license
Category B

PORTFOLIO

🌐 **lesleyvanhoek.nl**
Please refer to my homepage for a more extensive overview of my technical, scientific and artistic work.

Unity Developer

TWNKLS Augmented Reality

📅 Dec. 2017 – Sept. 2018 📍 Rotterdam, The Netherlands

- Developed AR applications for mobile, among which Augmented Blueware for Royal Delft.
- Creative research and development of tools (e.g. special effects) to increase fidelity of future projects.

Graphics Developer

NEP Graphics

📅 Dec. 2016 – Sept. 2017 📍 Hilversum, The Netherlands

- Contributed to graphics systems deployed at various customers under which the Dutch national broadcasting station (NOS).
- Developed a plugin API for Square; a controller application for displaying graphics on multiple displays.

Software Development intern

RE'FLEKT GmbH

📅 Feb. 2016 – Jul. 2016 📍 Munich, Germany

- Carried out a case study on enhancing visual realism of virtual objects in AR environments.
- Developed AR iOS application for Hyperloop Transportation Technologies with Unity3D.
- Wrote custom shader programs and optimized for mobile devices.

EXHIBITIONS

Sonaural
And so on, and so forth; WORM, Rotterdam (2020)

Certainty Expo
And so on, and so forth; _V2, Rotterdam (2019)

Parallels Expo
Artefacts of Verisimilitudes; Peron E, Utrecht (2019)