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Summary

Proficient in artificial intelligence, machine learning, and software engineering, I integrate academic knowledge with practical experience, emphasizing practical implementation over theoretical concepts. In part-time positions as data scientist, machine learning engineer, and developer, I've adeptly managed multiple tasks with precision, making meaningful contributions to diverse projects. Known for my friendly demeanor, I thrive in collaborative environments, having gained valuable insights into diverse company cultures through my work across various organizations. Detail-oriented team player with strong organizational skills, developed through practical projects and collaborative experiences. Over time, I developed a strong interest in cloud-related technologies, recognizing them as the backbone of many modern computing solutions.

Education

MS Utrecht University, Master of Science: Artificial Intelligence

June 2021

Specializing in neural networks, reinforcement learning, cognitive modeling, and machine learning techniques, I acquired the expertise to develop intelligent systems capable of human-like decision-making and problem-solving. Additionally, I served as the first author of a published peer-reviewed scientific article, where I pioneered the application of computer vision techniques to predict stress and nervousness from short recordings of webcam footage.

BS Codam Coding College, Equiv. Bachelor, Computer Science: Software Engineering

May 2024

After my academic studies, I was eager to acquire more hands-on knowledge and experience, which is why I applied for Codam. During my time at Codam Coding College, I focused on software engineering and became proficient in languages such as C, C++, and Python. Through hands-on projects and close collaboration with peers, I gained practical skills and developed a team-oriented mindset. This experience emphasized the significance of effective communication and teamwork.

Experience

Neurolytics, Machine Learning Engineer & Developer

Utrecht, Netherlands

Oct. 2021 to Current

- AWS, including writing Infrastructure as Code (IaC) and contributing to Kubernetes tasks.
- Infrastructure as Code for automated (cross-region) backuppping of our data tables, SES and SNS topics, CloudFront to protect our S3 bucket from permutation attacks while serving customer reports containing sensitive personal information.
- Assessed third-party tools for compatibility and performance in internal projects.
- Created user-friendly tools for monitoring and managing machine learning models.
- Improved machine learning models with advanced algorithms and feature selection.
- Enhanced data quality through preprocessing and cleaning for more accurate predictions.

Kendrion, Data Scientist

Amsterdam, Netherlands

Oct. 2021 to Apr. 2022

6 months

- Implemented advanced statistical techniques for accurate predictive modeling and forecasting of business metrics.
- Analyzed large datasets to identify trends and patterns in customer behaviors.
- Developed polished visualizations to share results of data analyses.

The RepTrack Company [🔗](#), Data Curator

- Streamlined data management processes by automating repetitive tasks using scripting languages.
- Enhanced data quality by implementing rigorous validation and standardization processes.
- Optimized data classification systems for improved searchability and user experience.

Remote
Jan. 2021 to Feb. 2022
1 year 1 month

Neurolytics [🔗](#), Data Scientist

- Conducted feature engineering efforts to enhance model performance by creating new relevant variables from raw input data sources.
- Streamlined data collection methods to improve quality control measures and minimize errors in analysis results.
- Cleaned, transformed, and analyzed large datasets to uncover hidden trends and patterns for actionable insights.
- Enhanced model performance by fine-tuning hyperparameters using grid search and cross-validation techniques.
- Conducted thorough exploratory data analysis to identify patterns and trends, informing project direction.

Utrecht, Netherlands
Oct. 2020 to Jul. 2021
9 months

Nintendo Nederland [🔗](#), Nintendo Event Team Captain

- In this turbulent and challenging job, I mediated the parties involved at events and provided directions and instructions to our staff of 20 professional ambassadors. I fulfilled my duties for hundreds of events and engaged with over thousands of consumers and clients.
- My responsibilities concerned:
 - Leading event team to build long-term, value-based consumer relationships that enable achievement of branding objectives.
 - Coaching and training employees to reflect company service standards and procedures.
 - Informing Dutch and Belgian video-game press (e.g. GameKings) and retailers (e.g. MediaMarkt, Intertoys) in person and on camera.
 - Managing event logistics from start to finish.
 - Staying up-to-date with internal video-game projects, as well as trends and changes in the video-game industry.

Nieuwegein, Netherlands
Sept. 2015 to Aug. 2020
4 years 11 months

Technologies

Languages: C, C++, Python, JavaScript, TypeScript

Software: Visual Studio Code, Spyder, Vim, Docker, Git

Hobbies

Sports: Running, going to the gym, and boxing

Self-hosting (online): Provide services for friends or family, such as password managers, Jellyfin (media server), downloaders tunneled through VPN, etc.

Self hosting (offline): Using my Raspberry Pi 5, creating a secure and wireless local network for neighbors to access my self-hosted media server without internet connectivity, involving the use of tools like dnsmasq. Additionally, incorporating Kiwix for offline access to Wikipedia. I use a large Alfa Network WiFi-Camp antenna to extend the network range.

Programming: Automated archiving of online content, Writing a daemon for the detection of live streams of favorite content creators and recording them.