HEIN BROUWER

Master's student Applied Data Science heinbrouwer.com

github.com/oioi123

in /in/hein-brouwer-a76793326/

SUMMARY

Master's student in Applied Data Science at Utrecht University with expertise in combining data analysis, machine learning, and interactive technology to develop impactful, user-centered solutions. Particularly interested in explainable AI and its applications in enhancing user experience in data-driven applications.

SKILLS -

Q

Languages: Python, R, SQL, JavaScript, C#

Technologies: Statistical analysis, ML, LLM, XAI, LIME,

Unity, Data Visualization, AR, React

PROJECTS

Unity & AR Interactive AR Walking Tour

Utrecht Water Linie

Created an interactive walking tour with AR scenes along the Utrecht water line. Designed and implemented augmented reality experiences using Unity.

Unity & 360° Video Bison Field Experience

Zeisterbos

Developed an interactive walking experience comparing past and present through an interactive 360-degree video of the bison field in Zeisterbos.

Python & XAI Music Recommendation System

Bachelor Thesis

Investigated the effects of model explanations in emotion-based music recommendations for journaling apps. Researched real-time "black-box" model explanations (LIME) and analyzed their influence on user experience. All research code is publicly shared on GitHub. Grade: 8.0.

EDUCATION -

09/2024 - 07/2025 MSc Applied Data Science

Utrecht University

Expected graduation: July 2025. Upcoming Master Thesis: "Chain of Thought Approaches for LLMs" - Evaluating and comparing different chain-of-thought approaches for large language models across programming, question answering, and sentiment analysis tasks. Current grade-average: 8.0.

09/2020 - 07/2024BSc Information Science

Utrecht University

Bachelor Thesis: "Investigating the Effects of Model Explanations in Emotion-Based Music Recommendations for Journaling Apps" (Grade: 8.0). Focus on user experience in data-driven applications.

09/2012 - 07/2019 Atheneum highschool diploma

Atheneum College Hageveld

Graduated high school at the atheneum / vwo level.

EXPERIENCE

02/2025 - Present Student Assistant

Utrecht University

- Serving as a teaching assistant for the second-year Information Science course "User Experience and User Design" (INFOUE). Upcoming; I will be serving as a teaching assistant for the third year course "Responsible data science" (INFOB3RDS)
- Supporting students with course materials and practical assignments
- ${\boldsymbol \cdot}$ Assisting the professor with grading and administrative tasks

Teaching / UX Design / Responsible Data Sciene

01/2025 - 02/2025**App Developer (Freelance)**

boasmedia

- Developed an interactive walking experience comparing past and present through an interactive 360degree video of the bison field in Zeisterbos
- Implemented immersive digital storytelling techniques to enhance user engagement Unity / 360° Video / HLSL

06/2024 - 08/2024App Developer (Freelance)

boasmedia

- · Created an interactive walking tour with AR scenes along the Utrecht water linie
- Designed and implemented augmented reality experiences using Unity Unity / AR / C#

03/2022 - 11/2023 Customer Service Representative

Pathé

- · Provided exceptional customer service in a fast-paced cinema environment
- · Achieved the "agressie training" from Bureau Control
- Maintained a high standard of service quality

Customer Service / Problem Solving

LEADERSHIP & VOLUNTEERING

Treasurer, Diescomissie Board at a student association

UMTC

- Organized events for 300+ attendees
- Managed a budget of €50,000
- Demonstrated financial responsibility and event planning skills

Fundraising Committee Member at a student association

Oog voor Utrecht

- Raised over €2,400 for charity
- Coordinated fundraising initiatives and community outreach

LANGUAGES & INTERESTS -

Languages: Dutch (Native), English (Fluent) **Interests:** Photography, Hiking, Hockey