

Oscar Fickel

Recently graduated with a Master's degree in Computer Science (Game and Media Technology). I have spent the last year of my master's focused on ray tracing, and hope to continue specialising in computer graphics and/or engine programming.



@ oscarfickel@gmail.com in LinkedIn Github Portfolio

EDUCATION

Master Game and Media Technology

2021–2023 Utrecht University

Average grade: 7.85

Included courses such as Advanced Graphics, Game Physics, and Optimisation & Vectorisation.



Bachelor Computer Science

2018–2021 Utrecht University

Average grade: 8

With judicium Cum Laude and specialisation Game-technology



VWO (TTO)

2012–2018 Haarlemmermeer Lyceum

Subjects: WI-B, WI-D, ENG (International Baccalaureate - Higher Level), NL, NA, SK, EC, DU



WORK EXPERIENCE & VOLUNTEERING

Teaching Assistant

2020–2021 Utrecht University

Teaching assistant for Informatica, specifically the courses 'Modelleren en Systeemontwikkeling' and 'Concurrency'



Treasurer

2019–2021 DGDARC

Treasurer for the 'Dutch Game Development And Research Committee' of study association Sticky



Customer Service Employee

2018 Buyitdirect

Digitising invoices and managing the order backlog



LANGUAGES

Dutch	mother tongue
English	● ● ● ●
German	● ● ● ●

CERTIFICATES

2018 International Baccalaureate - Higher Level - Language and Literature

PROJECTS

Master's Thesis: *Blue Noise Distributed MCMC Decorrelation of ReSTIR*

2023 (10 months) Utrecht University

Grade: 8

Reimplementing a paper on decorrelating Re-STIR via MCMC mutations and analysing a way to optimise it for a blue noise error distribution. Written in C++ and Slang (extension of HLSL).

[Project link](#)



Master's Small Project: *Ray tracing UV light sterilization of hospital rooms*

2022 (2 months) Utrecht University

Grade: 8.5

Developing a program for ZorgSaam to show the effect of different UV lamp positions and durations on the UV doses received by surfaces in the room. Written in C++ and OpenGL/CL. [Project link](#)



Bachelor's Final Project: *Applied Training Game Internationale Operaties*

2021 (5 months) Utrecht University

Grade: 8.5

Working in a team as Scrum master to develop a Unity-based point-and-click training game and accompanying web-based scenario editor for the Politieacademie. [Project link](#)



Minecraft mod: *Weaponized Baseball Mod*

2022 Personal

A personal summer vacation project written in Java that introduces bouncy ball physics to Minecraft.

[Project link](#)



PROGRAMMING LANGUAGES & APPS

Main Experience

OpenGL SLANG/HLSL CUDA/OpenCL C++ C#

Secondary Experience

Python Unity Java Vue/HTML Haskell Matlab