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.





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m LinkedIn

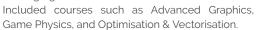




EDUCATION

Master Game and Media Technology







Bachelor Computer Science

2018-2021 Vullecht University Average grade: 8





VWO (TTO)

2012-2018 • Haarlemmermeer Lyceum Subjects: WI-B, WI-D, ENG (International Baccalau-



reate - Higher Level), NL, NA, SK, EC, DU

Work Experience & Volunteering

Teaching Assistant





Treasurer

'Concurrency'





Customer Service Employee

2018 Payitdirect

Digitising invoices and managing the order backlog



LANGUAGES

Dutch **English**

mother tonaue



CERTIFICATES

2018 International Baccalaureate - Higher Level - Language and Literature

Projects

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

2023 (10 months) Vutrecht 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) Vutrecht 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**

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