

Robert Camstra | Curriculum Vitae

Born: REDACTED – Address: REDACTED

📞 REDACTED • ✉ r.e.camstra@gmail.com • 🌐 <https://rcam01.github.io>
in <https://www.linkedin.com/in/robcamstra/>

Statistics teacher with a passion for AI, in the final stages of completing a master's degree in Cognitive Neuroscience.

Employment history

- **Leiden University** **Leiden**
Statistics teacher *September 2018 – current*
Responsible for teaching the courses "Introduction to Research Methods and Statistics", "Inferential Statistics", "Experimental and Correlational Research" and teaching computer practicals for "Psychometrics" and "Multivariate Data Analysis".
- **Inzowijns** **Leiderdorp**
Coach *2016 – 2018*
Responsible for individual coaching of adolescents with autism spectrum disorder.
- **Leiden University** **Leiden**
Teacher *2016 – 2017*
Responsible for teaching the courses "Psychology and Science" and "History of Psychology".
- **Athena Studies** **Leiden**
Tutor *2015*
Responsible for tutoring the courses "Bio and Neuro Psychology" and "Stress, Health and Disease".
- **Aegon** **The Hague**
Service agent for Service Team Aegon Schade (STAS) *2012 – 2016*
Responsible for settling business to business insurance inquiries.
- **Europese Horeca Financieringsmaatschappij** **The Hague**
Credit Controller / Account manager *2008 – 2012*
- **Various** **Leiden**
Various student jobs *2000 – 2008*

Academic

Education.....

- **Leiden University** **Leiden**
MSc Cognitive Neuroscience (Psychology). Expected graduation: Summer 2019. *2016 – current*
Electives include: "Statistical Learning and Prediction", "Statistical Computing" and "Neural Networks".
- **Leiden University** **Leiden**
BSc Psychology. *2013 – 2016*
Cum Laude.
- **Leiden University** **Leiden**
Law. *2000 – 2007*

Assignments and projects.....

- **Master's thesis (2018 – current):** *'Computational correlates of IQ and working memory in a sequential reinforcement learning paradigm'.*

For my thesis I am investigating the relationship between a reinforcement learning algorithm and IQ and working memory of participants in a reinforcement learning paradigm. To that end I built a model of human reinforcement learning in Python. Next, I investigated if my RL agent could simulate my participants' behavior. Currently I'm in the process of writing my results section, in which I compare the agent's optimal parameters to my participant's IQ and working memory.

- **Project for the course "Neural Networks" (2018):** *'A convolutional neural network that recognizes facial expressions, implemented in a robot'.*

For this course I developed a system that recognized faces in a picture, and categorized the facial expression as "angry" or "happy". To that end I built a convolutional neural network in Python and combined it with a Haar cascade classifier. Next, I implemented this system in a driving robot which I had built from parts. The robot approached people with a happy facial expression and withdrew from people with an angry facial expression. Grade: 9.5.

- **Project for the course "Statistical Learning and Prediction" (2019):** *'Methods for Pedestrian Detection'.*

For this course I compared the performance of 4 algorithms in detecting a pedestrian in a picture. Furthermore, I examined the internal workings of the algorithm by investigating the contribution of each pixel to the accuracy of the algorithms. Grade: 9.0

Technical skills

- **Programming languages:** Python, R, \LaTeX .
- **Software:** Pycharm, Rstudio, SPSS, MS office, Ubuntu.
- **Hardware:** Knowledge attained through building a drone, a robot and the installation of PC's.

Languages

- **Native speaker:** English, Dutch.
- **High school proficiency:** French.

Other activities

- 2017 – current: Organizing the annual Vinkensteynstraat street party.
- 2016: Neighborhood watch.
- 2014: Translator of course material summaries for psychology student association Labyrint.
- 2012 – current: Singer and guitarist in various bands.
- 2005 – 2011: Lead singer for the international party band Minerva Sound Society.

Hobbies

- Guitar and Piano.
- Running.
- Gaming.
- Robotics.
- Reading.
- Hiking.

References

- Upon request.