

Lesley Sebastiaan van Hoek

Born on May 21, 1995 in Breda, the Netherlands
Currently located in Rotterdam, The Netherlands (willing to relocate)
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Education

Avans University of Applied Sciences Breda, the Netherlands (Sept. 2012 – Aug. 2016)

B. Sc. Computer Science

Algorithms, Mathematics, 3D Computer Graphics, Computer Vision, Mixed Reality, Databases, Design Patterns, User Experience & Interaction, etc.

Stuttgart Media University Stuttgart, Germany (Sept. 2015 – Feb. 2016)

Minor Games Technology (as a part of B. Sc.)

Game Engine Programming, Computer Graphics, Programming Massively Parallel Processors, Gameplay Programming, Practical/Theoretical Game Development, etc.

Markenhage College Breda, the Netherlands (Sept. 2007 – Aug. 2012)

HAVO, Senior General Secondary Education (SGSE)

Employment

TWNKLS Augmented Reality Rotterdam, The Netherlands (Dec. 2017 – Present)

Unity Developer

- Developed AR applications for mobile, among which ‘Augmented Blueware’ for Royal Delft.
- Creative research and development focused on improving overall user experience on future projects.

NEP Graphics Hilversum, The Netherlands (Dec. 2016 – Sept. 2017)

Graphics Developer

- Contributed to graphics systems deployed at various customers under which the Dutch national broadcasting station.
- Developed a plugin API for ‘Square,’ a product that controls graphics on any (number of) display(s).

RE’FLEKT GmbH Munich, Germany (Feb. 2016 – Jul. 2016)

Software Developer, Intern

- Case study on enhancing visual realism of virtual objects in AR environments.
- Developed AR iOS application for Hyperloop Transportation Technologies with Unity3D.
- Wrote custom shader programs and optimized for a wide range of mobile devices.

Indicia Nederland B.V. Tilburg, The Netherlands (Sept. 2014 – Jan. 2015)

Software Developer, Intern

- Optimized in-house vertex cluster algorithm. Reduced avg. time to process a million vertices by 20%.
- Implemented a query-builder and intuitive user-interface for filtering large amounts of data (over a million records), displayed in a 3D graph.

Pepperminds Nederland Breda, The Netherlands (Mar. 2014 – Sept. 2015)

Senior Sales Captain

- Closed over 400 face-to-face sales for e-commerce company Hello Fresh, which resulted in more than 1000 new orders.
- Trained and coached new employees by giving presentations and instructing them on the field.

Studiekring Breda, The Netherlands (Sept. 2013 – July 2014)

Mathematics Teacher

- Gave over 100 supplementary mathematics lessons to high school students.
- Created tailor-made homework assignments for students.

Skills

Programming Languages/API’s

C++; C; C#; Java; OpenGL; GLSL; OpenCL; OpenCV; Unity Scripting API; .NET;

Tools

Visual Studio; Git; Unity3D; UE4; 3ds Max;

Languages

- Dutch, native language
- English, C2 full professional proficiency (certified, University of Cambridge)
- German, B1 limited working proficiency (certified, Stuttgart Media University)