

Lesley Sebastiaan van Hoek

Software developer, researcher, and artist in creative technology

Born on May 21, 1995 in Breda, NL; Currently located in Rotterdam, NL
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Education

Leiden University Leiden, the Netherlands (Sept. 2018 – expected Aug. 2020)

MSc. Media Technology

Deep Learning & Neural Networks; Evolutionary Algorithms; Human Computer Interaction; Non-Human Cognition; Scientific Narration & Visualization; Sound, Space & Interaction etc.

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

BSc. 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 BSc.)

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 – Sept. 2018)

Unity Developer

- Developed AR applications for mobile, among which *Augmented Blueware* for Royal Delft.
- Creative research and development of tools (e.g. special effects) to increase fidelity of 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 (NOS).
- Developed a plugin API for *Square*; a controller application for displaying graphics on multiple displays.

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.

Exhibitions

And so on, and so forth; Sonaural; WORM, Rotterdam; 2020

And so on, and so forth; Certainty Expo; _V2, Rotterdam; 2019

Artefacts of Verisimilitudes; Parallels Expo; Peron E, Utrecht; 2019

Shy Mirror; Processing Community Day, Amsterdam; 2019

Skills

openFrameworks; Unity; Processing; Arduino; Pure Data; OpenGL/GLSL; Bullet; TensorFlow 2; Pytorch etc.

Languages

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

Other projects

Kuriosa

Record-collecting DJ focused on funk, soul and disco

Past venues include Paradiso, TivoliVredenburg and BIRD.

Koraalreef

Coral reef themed nightclub party concept

Includes large projections of generative visuals in collaboration with other visual artists.