

LESLEY VAN HOEK

Software developer, researcher, and artist in creative technology

 May 21, 1995, Breda  Rotterdam, The Netherlands  lesleyvanhoek.nl  lesleyvanhoek@hotmail.com
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EDUCATION

MSc Media Technology

Leiden University

 Sept. 2018 – Sept. 2020  Leiden, The Netherlands

- Wrote my master's thesis "Evolving Virtual Embodied Agents using External Artifact Evaluations."
- Completed the courses: Deep Learning & Neural Networks; Evolutionary Algorithms; Human Computer Interaction; Non-Human Cognition; Scientific Narration & Visualization; Sound, Space & Interaction etc.
- Worked as a teaching assistant for the courses "Introduction to Video Game Making" and "New Media & New Technologies."

BSc Computer Science

Avans University of Applied Sciences

 Sept. 2012 – Aug. 2016  Breda, The Netherlands

- Wrote a case study report "Enhancing Visual Realism of Virtual Objects in Mobile Augmented Reality Applications using Unity3D."
- Completed the courses: Algorithms; 3D Computer Graphics; Computer Vision; Mixed Reality; Databases, Design Patterns; Network technology; Digital Signal Processing; User Experience & Interaction etc.

Minor Games Technology

Stuttgart Media University

 Sept. 2015 – Feb. 2016  Stuttgart, Germany

- Completed the courses: Game Engine Programming; Computer Graphics; Programming Massively Parallel Processors; Gameplay Programming; Practical & Theoretical Game Development etc.

ACCOMPLISHMENTS

Publications

- van Hoek, L., Saunders, R. & de Kleijn, R. (Forthcoming). "Evolving Virtual Embodied Agents using External Artifact Evaluations". Springer Communications in Computer and Information Science.

Awards

- Best Video Award. BNAIC/BeneLearn 2020 (Benelux Conference on Artificial Intelligence and Machine Learning)

EMPLOYMENT

Unity Developer

TWNKLS Augmented Reality

 Dec. 2017 – Sept. 2018  Rotterdam, The Netherlands

- Developed AR applications for mobile, among which Augmented Blue-ware for Royal Delft.
- Creative research and development of tools (e.g. special effects) to increase fidelity of future projects.

SOFTWARE

Programming languages

C++ C Python C# Java
R Lua

Tools & frameworks

OpenGL/GLSL OpenCV
Tensorflow 2 Pytorch
Bullet Physics openFrameworks
Unity3D Arduino Pure Data
Processing Vuforia Kinect
Oculus HTML/CSS

Version control

Git

LANGUAGES

Dutch

Native language

English

C2 full professional proficiency (certified, University of Cambridge)

German

B1 limited working proficiency (certified, Stuttgart Media University)

PORTFOLIO

 lesleyvanhoek.nl

Please refer to my homepage for an overview of my scientific and artistic work.

Graphics Developer

NEP Graphics

📅 Dec. 2016 – Sept. 2017 📍 Hilversum, The Netherlands

- 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.
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Software Development intern

RE'FLEKT GmbH

📅 Feb. 2016 – Jul. 2016 📍 Munich, Germany

- Carried out a 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 mobile devices.

EXHIBITIONS

Sonaural

And so on, and so forth; WORM, Rotterdam (2020)

Certainty Expo

And so on, and so forth; _V2, Rotterdam (2019)

Parallels Expo

Artefacts of Verisimilitudes; Peron E, Utrecht (2019)