Friso Verweij

MSc Artificial Intelligence

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SKILLS & QUALITIES

I have a lot of experience coding in languages such as Python and C#, and using the PyTorch framework. I am specialised in machine learning, deep learning and computer vision. Through personal projects I have gained experience in 3D rendering methods, 3D modeling, game development and web development.

SOFTWARE EXPERIENCE

- Python
- PyTorch
- C# (& C++)
- HTML
- CSS
- Unity Engine
- Blender
- Linux
- GitHub
- Cloud computing

INTERESTS

- Software engineering
- Deep learning
- Computer vision
- Virtual / augmented reality
- Game development
- Game engines
- Computer graphics
- Web development
- Formula 1
- Board games
- Playing musical instruments
- Politics

PROFILE

Young AI graduate with 10 months experience in computer vision research. Others would describe me as a calm, curious, creative and competitive person with a passion for software. My ambition is to become a top-notch software engineer, using my knowledge of artificial intelligence and computer vision, creating state-of-the-art software with a team. I love to learn, to broaden my technical skills and to improve my coding abilities. I am highly motivated by growth and progression.

EDUCATION

UNIVERSITY OF AMSTERDAM
2020 - 2022

Master of Science - Artificial Intelligence
- Master's programme specialised in the technical aspects of AI.
- Topics such as advanced calculus, in-depth machine learning, deep learning, computer vision, and reinforcement learning.
- Thesis title: IllumiNet: Realistically inserting objects in RGB-D images by recovering indoor scene illumination as point lights.
- Graduated *cum laude*.

UTRECHT UNIVERSITY
2017 - 2020

Bachelor of Science - Artificial Intelligence
- Interdisciplinary AI bachelor's programme
- Topics such as machine learning, natural language processing, software engineering, data structures, psychology, and philosophy.
- Minor in computer science.
- Thesis title: Evolving Neural Networks: Using an evolutionary algorithm to create multi-class classification networks.

WORK EXPERIENCE

3DUNIVERSUM
2021 - 2022

Computer Vision Research Intern
- Created IllumiNet, a neural network that recovers light source locations and intensities from RGB-D images.
- Created IllumiSet, a synthetic dataset of RGB-D images, including intrinsic images, from hand-crafted indoor scenes made with Blender to train IllumiNet.
- Created a complete rendering pipeline that handles occlusion and lighting calculation for easy augmented reality.

UTRECHT UNIVERSITY
2020 - 2020

Teaching Assistant
- Teached and supervised more than 30 bachelor students for the course 'Inleiding Adaptieve Systemen' at Utrecht University.
- Covered mathematics, evolutionary algorithms, multi-agent systems, and programming.

DE BEREN
2019 - 2020

Waiter

MEDIAMARKT
2017 - 2018

Sales Hi-Fi & TV