



## Tommie Kerstens

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🌐 Tommie-Kerstens-03a98527

Born 27 mei 1988

### WORK EXPERIENCE

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November 2018 – Present

#### Junior AI Programmer @ Guerrilla Games

July 2017 – Present

#### Freelance Game Programmer

- Programming game mechanics for the game "Shrine".

July 2013 – 2016

#### Freelance 3D Generalist

- New Desk Design (NDA)
- Quince Amsterdam - Samsung Dealershow Visualization
- Langton Park - Residential Area Visualization

July 2013 – Present

#### Freelance Photographer

- Feuerstein Centre (Book)
- Stuurloos (Party Photography)

December 2012 – September  
2014

#### 3D Generalist

MrLee, Amsterdam

- Modeling, Rigging, Animation, Rendering
- Assisting in production of various films and animations

October 2010 – August 2011

#### Company Owner

Succes Bijles, Eindhoven

- Starting a company
- Writing business plans
- Strategic marketing

2008 – 2009

#### GAMMA

GAMMA, Eindhoven

2002 – 2007

#### Cleaner

Feuerstein Centre Netherlands, Amsterdam

### EDUCATION

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2015 – 2018

#### Master's degree in Artificial Intelligence (Pending)

Faculty of Science, VU University Amsterdam

- Intelligent Systems Design
- Machine Learning
- Evolutionary Computation

Includes a one year Pre-Master.

2011 – 2012

#### Minor in Psychology

Faculty of Industrial Design, University of Amsterdam

- Developmental Psychology
- Environmental Psychology

2008 – 2012 **Bachelors's degree in Industrial Design**  
Faculty of Industrial Design, Technical University Eindhoven  
• Rapid Prototyping  
• User Focused Design  
• Interaction Design

2000 - 2007 **Pre-University Education (VWO)**  
Spinoza Lyceum, Amsterdam

## SKILLS

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**Personal** Social, Team Player, Self-Directed, Curious, Socially-Aware, Quick-Learner

**Languages** English  
• Proficient in academic reading and writing  
• Fluent in academic speech and auditory comprehension  
Dutch (Native)

**Media Tools** Unreal Engine 4  
• Blueprint  
• C++  
• Single and Multiplayer programming  
Autodesk Maya  
3DS Max  
Blender  
Adobe - After Effects, Photoshop, Premiere, Illustrator, Indesign  
Unity3D

**Programming Languages** C++  
Python  
Java  
Autolt  
JavaScript  
C#  
C

**Artificial Intelligence** Deep Learning  
• Neural Networks  
• Convolutional Neural Networks  
• Echo State Neural Networks  
• Recurrent Neural Networks  
Reinforcement Learning  
• Q-Learning  
• Deep Q-Learning  
Evolutionary Computing  
• Genetic Algorithms  
Behavior Trees

**Web Technology** Semantic Web  
• OWL  
• RDF(s)  
• SARQL  
HTML  
CSS  
jQuery  
Selenium  
SQL

**Prototyping** Arduino + Processing  
Solidworks  
Autodesk Inventor  
3D-Printing  
UML

**Productivity** Microsoft Office  
LaTeX  
Google Online Suite  
Git

**Operating Systems** Windows  
Linux  
Mac OS

## ADDITIONAL INFORMATION

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**Driving licence** AM-B

**Interests** Computer Games (creation and consumption), Technical Arts, Programming, System Engineering, Computer Hardware, Philosophy, Virtual-Reality

**Charity** Swimming Coach for several years at Swimming Club Het-Y, Amsterdam  
Teaching English to primary school students in Buon Ma Thuot - Vietnam

**Sports** Swimming

- Swimming Dutch National Championships
- Training approximately 19 hours a week in between ages 15 and 22

Waterpolo  
Weight lifting

**Travel** Rich experience with Asian culture, especially Vietnamese, lived there for 20 months.