



Matthijs Jan Zwinderman

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20-09-1985

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Profile

I am a social person with an interest in the human mind and (computer-) systems. Currently, I am pursuing a PDEng in User-System Interaction at the Stan Ackermans Institute at the Technical University Eindhoven.

Work Experience

“OH MUSIC WHERE ART THOU”, EINDHOVEN UNIVERSITY OF TECHNOLOGY --- 2011

Navigation using music. Presented at MobileHCI and currently in the Android Market. Featured on Engadget, New Scientist and Wired.

“ZEPHY THE PROJECT”, UNIVERSITY OF GRONINGEN --- 2007 - 2009

An extra-curricular project concerning a robotic blimp. The robot used computer vision for keeping height and had facial recognition. The project was featured on CeBIT 2008.

MASTER PROJECT, UNIVERSITY OF GRONINGEN, CARNEGIE MELLON UNIVERSITY --- 2008 - 2009

Teaching object representations to a mobile robot. The resulting paper was presented at the RO-MAN conference in Viareggio, Italy in 2010.

ASSISTANT TO THE COURSE MACHINE LEARNING, UNIVERSITY OF GRONINGEN --- 2007

Mentor to practical sessions, grading homework, guiding groups for their end-project and grading the final reports.

INTERNATIONAL SERVICE TEAM JAMBOREE; WORLD SCOUT ASSOCIATION, ENGLAND --- 2007

Security steward for the largest scouting event in the world. Worked in a team with a large diversity of nationalities and social backgrounds.

WEB DEVELOPMENT --- 2000 - 2010

Creating content management systems and doing web design

CREATIVE CONSULTANT --- 2000 - 2010

Designed and created several book covers, inlays, posters, leaflets etc., together with artist Theo Zwinderman.

Education

PDENG USER-SYSTEM-INTERACTION - STAN ACKERMANS, 2010 - PRESENT

A post-master programme focusing on designing and testing systems with an emphasis on user interaction.

INDUSTRIAL DESIGN HOMOLOGATION - EINDHOVEN UNIVERSITY OF TECHNOLOGY, 2010

MASTER ARTIFICIAL INTELLIGENCE, WITH HONOURS - UNIVERSITY OF GRONINGEN, 2009

Areas of interest: *Robotics, Multi Agent Systems, Computer Vision, Machine Learning, User Modelling*

BACHELOR ARTIFICIAL INTELLIGENCE - UNIVERSITY OF GRONINGEN, 2007

Areas of interest: *Robotics, Machine Learning, Artificial Intelligence, Philosophy of (Neuro-)science, linguistics, biological and cognitive psychology*

LEADERSHIP COURSE - SCOUTING ACADEMY, 2007



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Skills

Languages with good written and spoken understanding:	Dutch, English
Languages with limited understanding:	German, French
Programming:	C++, Java (including Android) Python, PHP, Ajax
Other IT-experience:	MySQL, HTML, CSS Linux, OSX, Windows
Limited IT-experience in:	Max-MSP, Flash, Photoshop
Presentation skills:	Presentation-course by CNV Jongeren 2010

Extra curricular activities

SCOUTING --- 1992 - PRESENT

Since 2004 responsible as scout leader for a group of approximately 20 children, aged seven to eleven. Part of the regional activity team, which organises activities for five regional scouting groups. Worked voluntarily in the World Scout Jamboree in 2007 and 2011, activities where scouts from over 150 countries join.

GOVERNING BOARD OF THE LOCAL YOUTH HOUSE --- 2003 - 2009

Organising multiple activities such as a UNICEF benefit-evening and a reunion.

CONFERENCES

Presented a paper at RoMan 2010, attended CHI 2011 and presented a poster at MobileHCI 2011.

Hobbies

I like physical activities such as climbing, hiking and squash. I also enjoy photography, travel, reading books and listening to music.