



Nikki Rademaker

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I am a dedicated and creative technology enthusiast with a foundation in bioinformatics, computer science, and academics. Currently, I am working on obtaining my Master of science in Media Technology, also known as Creative Intelligence & Technology, at Leiden University. During this program, my projects are mainly centered around developing entertaining or serious games. My main interests lie in data visualization and game development. On top of this, I am deeply interested in spreading scientific knowledge in more creative ways, making complex topics accessible to a broader audience. Additionally, I am passionate about addressing and discussing the data gaps in female health, particularly in research and healthcare. Therefore, I plan to focus my thesis on the under-researched nature of menstrual cycles and their impact on women's well-being.

EDUCATION

Leiden University, Leiden, Netherlands | Master of Science in Media Technology

Expected Graduation: Aug 2025

Leiden University, Leiden, Netherlands | Bachelor of Science in Bioinformatics, Cum Laude

June 2023

BACHELOR THESIS:

"Studying Anatomy of Organisms through Virtual Reality"

This study focuses on how organisms, specifically zebrafish, ontologies can be effectively visualized through VR. Furthermore, it researches the effect of playing VR mini games such as different types of quizzes, and a puzzle to study such anatomy.

Collaborated with Yanna Smid, and supervised by Prof. Dr. Ir. F.J. Verbeek.

<https://theses.liacs.nl/2745>

MENTIONABLE PROJECTS:

"Formula 1mpossible"

June 2024

This project was done for the course "Science 2 Experience" at Leiden University. The project aims to spread awareness of gender bias in research and design, particularly the exclusion of women from medical studies, to discuss the need for more inclusive research. Formula 1mpossible is a multiplayer racing game that visualizes these disparities by giving one player a smooth track and the other an unfairly difficult one with gaps to represent the research gaps.

- In collaboration with Yanna Smid, and Sanne Dekker.
- Inspiration was drawn from the book "Invisible Women" by Caroline Criado Perez.
- Project presented at **the Media Technology Exhibition at the V2_Lab for the Unstable Media** in June 2024.

"The Riddle Experiment: two groups are trying to solve a Black Story behind a screen, only one group is alive."

Apr 2024

This project was done for the course "Non-Human Cognition" at Leiden University. Later on, this project was taken to the CLIN 34 conference in Leiden. The study examines the problem-solving abilities of GPT-4 by comparing its performance and strategy in solving riddles from the game Black Stories to human participants.

- Research conducted together with Yanna Smid, and Linthe Rooij.
- Paper written in collaboration with Yanna Smid, Linthe Rooij, and Dr. T. Verhoef.

- Project presented at **The 34th Meeting of Computational Linguistics in The Netherlands (CLIN 34)** in Aug 2024.

"Moonshots: Moonshooters"

Feb 2025

This project was part of the Moonshot '24 initiative, where students developed innovative ideas for space missions. It resulted in a space-themed game designed for astronauts. A computer version prototype was built to integrate gameplay which was ultimately intended to be integrated with the real space environment. The game aims to provide astronauts with a relaxing and engaging experience to support their mental well-being during long missions.

- Project presented at the final **Moonshots '24** event in Oct 2024.
- In collaboration with Yanna Smid.

PROFESSIONAL EXPERIENCE:

Head Teaching Assistant, Leiden Institute of Advanced Computer Science, Leiden University

Sep 2024 – Present

"Human Computer Interaction & Information Visualization"

- Handling organizational tasks and ensuring the smooth operation of the course.
- Planning and hosting meetings with the professor and other teaching assistants.

Teaching Assistant, Leiden Institute of Advanced Computer Science, Leiden University

Sep 2022 – Present

"Human Computer Interaction & Information Visualization"

- Providing practical supervision and guidance to project groups building human-computer interaction applications.
- Assisting students with assignments, answering questions, and ensuring they meet course requirements.
- Providing feedback and grading projects and papers.

Teaching Assistant, Leiden Institute of Advanced Computer Science, Leiden University

Feb 2024 – July 2024

"Research Methods in Computer Science"

- Supervised projects and graded scientific proposals and papers for the course.
- Assisted in setting up the digital environment for students and teachers.

Teaching Assistant, Leiden Institute of Advanced Computer Science, Leiden University

Sep 2021 – Feb 2022

"Essentials of Computing Systems"

- Guided and supported multiple groups of students with their course projects.

EXTRACURRICULAR:

What's Next? alumni talks, Leiden University, MSc Media Technology

Jan 2024 – Present

Organizing and hosting alumni talk events for the Media Technology Master's program, where alumni share their career journeys. This event tries to inspire current students and facilitate connections between students and alumni.

SKILLS:

Programming (Python, C#, Java, HTML, Javascript, CSS, Arduino)

Game Development (Unity, VR)

Data Visualisation

Academic Writing

Scientific Research

Problem-solving

Analytical Thinking

Collaboration

LANGUAGES:

Dutch (Native)

English (Professional working proficiency). I obtained a Cambridge English Certificate in Advanced English (CAE) in 2018.