

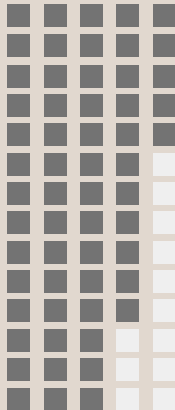


## ABOUT ME

I'm a dedicated and creative technology enthusiast with a strong foundation in bioinformatics and a passion for data visualization and game development. Leveraging my background in computer science and my current involvement in the Media Technology master's program, I to spread scientific knowledge in more creative ways, making complex topics accessible to a broader audience.

## SKILLS

- Python
- Processing/Java
- C#
- Unity
- LaTeX
- Virtual Reality (VR)
- Game Development
- Data Visualisation
- HTML
- GitHub
- SQL
- Arduino
- CSS
- Machine Learning



## LANGUAGES

- Dutch (Native)
- English (Professional Working Proficiency)

## CERTIFICATES

- Cambridge English Certificate in Advanced English (CAE)

## MORE

Email: [Nikki.rademaker@hotmail.com](mailto:Nikki.rademaker@hotmail.com)

[LinkedIn](#): Nikki Rademaker

[BSc Thesis](#): Studying Anatomy of Organisms through VR  
Visit my [portfolio website](#)

# Nikki Rademaker

Student at Leiden University

Dec 1, 2000

## EDUCATION

### Leiden University

*MSc Media Technology | Sep 2023 - Present*

- The Leiden Institute of Advanced Computer Science (LIACS)
- Organizing Alumni talk events

### Leiden University

*BSc Bioinformatics | Sep 2019 - June 2023*

- The Leiden Institute of Advanced Computer Science (LIACS)
- Computer Science with a specialization in Bioinformatics
- Cum Laude. Grade: 8.3

### Coornhert Lyceum Haarlem

*VWO | Aug 2013 - Jun 2019*

- Natuur & Gezondheid
- Natuur & Techniek

## WORK EXPERIENCE

### Leiden University

*Teaching Assistant | Sept 2022 - Present*

*Human Computer Interaction & Information Visualization*

Providing practical supervision and guidance for the assignment in this course where project groups have to build human-computer interactions. In 2024, I also took on the task of supervising the other assistants, and organising all the logistics for this the course. This included handling organizational tasks, ensuring the smooth operation of the course, and hosting meetings with the professor and other teaching assistants.

*Teaching Assistant | February 2024 - August 2024*

*Research Methods in Computer Science*

Offering supervision, feedback and grades for groups of students following the course. Additionally, helping in setting up the digital environment for students.

*Teaching Assistant | Sept 2021 - Feb 2022*

*Essentials of Computing Systems*

Helping and guiding multiple groups of students with their project about computer systems.