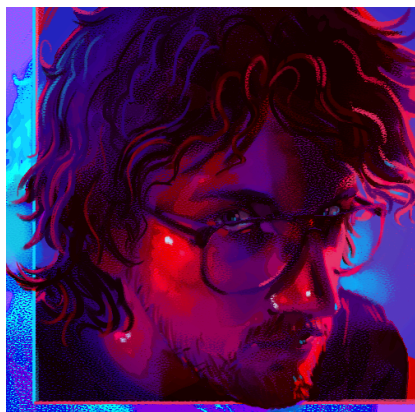




[PROFILE: Rick Heemskerk]



[Figure 1: That's me, Rick~!]

PROFILE

Hello, my name is Rick Heemskerk. As a computer scientist and artist, I find my passion at the convergence of art and technology. Whether it's through creating digital art, developing interactive installations, or exploring the realms of game design and animation, I strive to craft experiences that will leave a lasting impression.

DETAILS

Lives in:
Sassenheim, the Netherlands

Age:
28

Contact:
rick.heemskerk@hotmail.com

Portfolio Website
www.bidogo.nl

[Curriculum Vitae]

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MSc Rick Heemskerk

Curriculum Vitae

EDUCATION

MSc Media Technology (Cum Laude)

- Leiden University

September 2022 - July 2025

A study at the convergence of art, philosophy, AI, humanity, and technology. My thesis was a study about the representation of ghost beliefs within AI systems, highlighting shortcomings in current research methodologies and proposing a new framework for researching biases in belief representations within Large Language Models.

Short-term Intensive Japanese Programme

- Rikkyo University

January 2024

An immersive study experience in Japan, undertaken to explore the language firsthand while directly engaging with Japanese culture and everyday life.

BSc Computer Science

- Leiden University of Applied Sciences

September 2016 - February 2022

At this study I studied the direction of Interaction Technology (formerly media technology). I focused on the development and practical research in interaction between people and their technological companions.

Minor IT Education

- Leiden University of Applied Sciences

September 2018 - February 2019

In the minor IT Education I learned how to structure lectures and how to teach. For example; giving a lecture teaching pre-university students (5VWO) how to use the WebVR framework AFrame.

RELEVANT WORK EXPERIENCE

BIDOGO - Art & Creative IT Specialist

April 2025 - now

The company I started under which I could take on creative IT and art projects. So far, I have worked on multiple web-development projects, models for 3D printing and art & animation. For more information, check out my portfolio website (mentioned on the left side of this page).

Relevant experiences continue on the next page...

TRAITS

Ambitious
Studious
Curious
Creative
Maker

LANGUAGES

Dutch - Mother Tongue
English - Fluent
Japanese - Basic

PASSIONS

Tabletop Games
3D Printable Miniatures
Sketching & Painting
Video Animation
Art
Rock/Metal music
Game Design
Mycology
Philosophy

isource - Graduation internship

April 2021 - November 2021

I was responsible for the creation of a progressive web application that visualizes automated scoring data for car rally events. The final application was deployed and taken into production.

Virtual Reality Learning Lab - Internship (and then) Full Stack Developer

February 2020 - January 2021

At VRLL I was responsible for the creation of a tool with which primary schools and substitute pools can book substitutes. After the internship, development continued and the application was taken into production.

Leiden University of Applied Sciences - Student Assistant & Fabrication Lab Assistant

February 2018 - February 2020

As a student assistant, I provided guidance to first-year students that were following a course on web-development. Here, I helped teachers by checking off assignments and supported students by assisting them with their questions. Additionally, I was responsible for assisting students and lecturers with tasks such as 3D printing and soldering. Additionally, I also gave workshops about the creation of 3D models for 3D printing in Blender.

RELEVANT SKILLS

The skills listed below have been applied in projects and are ones I'm comfortable using in practice.

Tools

- Photoshop (illustration & image editing)
- Blender (3D modelling & animation)
- Unity (game & application development)

Frameworks

- Node.js
- Laravel
- Processing /P5.js
- Vue.js
- Three.js

Programming /Scripting Languages

- HTML /CSS /JAVASCRIPT
- PHP
- JAVA
- C#
- SQL