

ROBIN DE ZWART

AI & Interactive Systems Developer

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> EDUCATION

BSc, Interactive Arts & Technology | Simon Fraser University | Surrey, BC Sep 2017 – Oct 2025

- **Concentrations in:** AI and Data Science for Human-Centered Systems, Extended Reality and Game Design, Design and Development for Web and Mobile

> EXPERIENCE

Programming Instructor | Ultimate Coders | Richmond, BC Sep 2022 – Sep 2023

- Strengthened student problem-solving and coding proficiency by guiding small groups through structured programming challenges and providing individualized support.
- Increased student engagement and successful project completion by cultivating a focused, supportive learning environment, consistently earning positive feedback from students and parents.
- Languages included Python, HTML, CSS, JavaScript, Arduino, and Scratch.

IT Support | Hemlock Printers | Burnaby, BC Dec 2020 – May 2021

- Reduced support ticket response times and minimized operational disruption for 170+ employees by resolving hardware, software, and account issues using osTicket and Active Directory.
- Maintained endpoint security across 20+ workstations by managing email filtering systems and provisioning secure, fully configured devices.
- Streamlined BarTender shipping label workflow by implementing production-floor feature requests, improving data entry efficiency and layout consistency.

> PROJECTS

Autolume Gallery | Academic Project – Unity, C#, OSC, NDI | [Details](#), [GitHub](#) Feb 2025 – Apr 2025

Interactive virtual reality system for real-time exploration of generative adversarial network (GAN) latent space.

- Collaborated with [Dr. Philippe Pasquier](#) and [Arshia Sobhan](#) at the [Metacreation Lab](#) to train and deploy a GAN using [Autolume-live](#) for real-time image generation.
- Wrangled and preprocessed dataset of abstract artwork from artist and late grandfather, [Peter John Voormeij](#).
- Designed and implemented a Unity-based VR environment and built a communication pipeline using Open Sound Control and Network Device Interface protocols for live model interaction.
- Conducted qualitative evaluation of GAN model outputs to assess visual coherence and latent space behaviour.

Sewer Saviour | Academic Project – Unity, C# | [Details](#) Sep 2024 – Dec 2024

Served as lead programmer of Unity-based VR experience created over a 3.5-month period with a 5-person team.

- Designed and implemented core gameplay systems, interaction mechanics, and immersive environment.
- Collaborated with teammates across level design, narrative, and audio systems.
- Project was presented in an exhibition on campus and later selected for [showcase](#) on SFU's website.

Food Identifier | Academic Project – Python | [Details](#), [Hugging Face](#) Feb 2024 – Apr 2024

Custom pipeline integrating [yolos-small](#) and [moondream2](#) for food recognition and captioning.

- Developed and deployed interactive Gradio application as a Hugging Face Space <https://huggingface.co/spaces/rdezward/FoodIdentifier>.

A Sight Never Seen | Academic Project – Ren'Py, Python | [Details](#), [GitHub](#) May 2020 – Aug 2020

Led development of first-person narrative game made with Ren'Py, a visual novel game engine.

- Coordinated with a team of 4 other creatives to implement original writing, visuals, and branching decision trees.

> SKILLS

Languages: Python, Java, C#, JavaScript, CSS, HTML, Pug/Jade, LaTeX, C/C++, PHP, SQL

Frameworks: scikit-learn, NumPy, pandas, OpenCV, SASS, jQuery, Bootstrap, Unity XRI

Tools: Git, Unity, Ren'Py, Prepros, Android Studio, Adobe CC, Office 365

Platforms: Jupyter, WordPress, Squarespace, Windows, Linux