

Curriculum Vitae

Personal Data

Name Anders Jan Bouwer
Date of Birth January 27th, 1973 (male)
Place of Birth Dordrecht, The Netherlands
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Educational Data

06-07-2005 PhD, Faculty of Science, Universiteit van Amsterdam
08-12-1999 MSc by Research, Dept. of Artificial Intelligence, University of Edinburgh
30-08-1996 Cum Laude MSc in Artificial Intelligence, Vrije Universiteit Amsterdam
28-01-1994 Propedeuse Psychology, Vrije Universiteit Amsterdam
19-10-1992 Propedeuse Artificial Intelligence, Vrije Universiteit Amsterdam
06-05-1991 Eindexamen VWO, Gymnasium B, Stedelijk Gymnasium Haarlem

Employment Data

12-2009 – 02-2010 Universiteit van Amsterdam (HCS)
Scientific Programmer at the Human Computer Studies (HCS) Group. Development of software for learning conceptual knowledge using diagrammatic representations, in the context of the EU FP7-project 'DynaLearn'.

05-2009 – 10-2009 Open University, Milton Keynes (UK)
Research consultant at the Music Computing Lab. Experimental design and evaluation of the Haptic Drum Kit, supporting multi-limb rhythmic skills with haptic technology.

08-2008 – 02-2009 Universiteit van Amsterdam (IBED)
Scientific Programmer at the Institute for Biodiversity and Ecosystem Dynamics (IBED). Modelling scientific workflows for automated mapping of ecological data.

02-2008 – 07-2008 Louter, Amsterdam
Design and development of interactive media and games for edutainment.

06-2003 – 11-2007 Universiteit van Amsterdam (HCS) and Friedrich-Schiller University, Jena, Germany
Postdoctoral Researcher/Lecturer at the Human Computer Studies (HCS) Lab.
Design and development of a workbench for qualitative modelling and simulation (www.Garp3.org) in the context of the EU FP6-project 'NaturNet-Redime'.
Taught classes on the subject of Knowledge-based systems, Qualitative reasoning, and Communicative interaction, and supervised several MSc projects.

11-1998 – 05-2003 Universiteit van Amsterdam (SWI)
AIO (PhD project) at the Department of Social Science Informatics (SWI).
Investigating the use of qualitative simulations in interactive learning environments.

10-1997 – 10-1998 University of Edinburgh
Teaching assistant on an Introductory Artificial Intelligence Class.
Research project, resulting in an interactive dialogue-game application (ArgueTrack).

12-1996 – 06-1997 Bolesian BV, Helmond, The Netherlands
Knowledge Engineer: building expert systems on insurance advice.

Other Experience

07-2004 – 11-2005 Organizing committee of AIED'05, the 12th international conference on Artificial Intelligence and Education, 18-22 July, Amsterdam, 2005

09-1994 – 09-1995 Student representative on the Faculty Board of CS. & Math, VU Amsterdam

Awards

09-1997 Nuffic Talents Programme & VSB Scholarship

Extracurricular Activities

02-2007 – Present In-line/Rollerskating instructor and board member, RS Survivors Amsterdam
08-1990 – Present Bass player/percussionist in jazz, funk and latin music ensembles

Languages

Dutch (native) and English