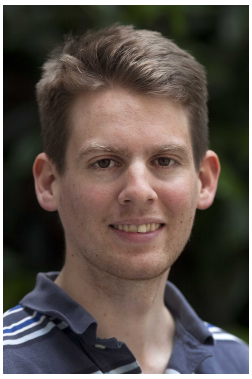
# Maarten P.D. Schadd — Curriculum Vitae



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Date of Birth: 7.6.1983

## Education

Ph.D. Artificial Intelligence, Maastricht University, 2007–2011
Ph.D. topic: "Selective Search in Games of Different Complexity"

MSc Artificial Intelligence, Maastricht University, 2005–2006
Thesis topic: "Solving FanoRona"

BSc Knowledge Engineering, Maastricht University, 2002–2005, *Cum Laude*
Thesis topic: "Operation Set Problem"

Abitur, Gymnasium am Turmhof, Mechernich, Germany, 1994–2002
Grade: 2.3

## Employment

Product Consultant
May 2012 – Present
Blueriq B.V.
We develop a Dynamic Case Management for automating complicated business processes. It includes a business rule engine and analytics. I am part of the functional development team that translates business requirements to designs for our software. I support the developers and the product owner in our agile/scrum structured organization. Furthermore, I act as functional architect on start-up projects and give trainings. I specialize in process mining, which applies data mining techniques to business processes.

Postdoctoral Fellow
January 2011 – May 2012
Maastricht University
My postdoctoral research focuses on the following topics: Development of Intelligent Search Techniques – Games & AI – How to formulate models that increase the understanding how Monte-Carlo Tree Search (MCTS) works? – How to use the developed MCTS models to create effective search algorithms?

Research Assistant - Mark Winands
July 2006 – December 2006
Maastricht University
Implementation and tuning of case-based reasoning software for the FP6 European project MyCarEvent.

Research Assistant - Joris v.d. Klundert
May 2005 – July 2005
Maastricht University
Analyzing statistical data of cancer cells to find a relation between certain genes and the forming of cancer cells.

Programmer
2004–2005
Albert Sickler b.v.
Implementation of language programs for children with language deficiency. Implementation of language software for "School of the World".

## Teaching Experience

Teacher, Business Modelling Foundation and advanced courses
2012–2013, Blueriq B.V.

Teacher, Human Computer Interaction
2011, Maastricht University

Teacher, Intelligent Search Techniques
2010–2011, Maastricht University

Teaching Assistant, Data Structures and Algorithms
2008–2010, Maastricht University

Teaching Assistant, Computer Science 1
2008–2010, Maastricht University

Teaching Assistant, Telecommunication and Telematics
2007–2009, Maastricht University

Teaching Assistant, Knowledge Management and Knowledge System Development
2007–2008 , Maastricht University

Teaching Assistant, Knowledge Retrieval
2007, Maastricht University

Tutor, Modelling Nature
2007 , Maastricht University

## Supervision

### Master Students

Sander Arts
Graduated: March 18, 2010
M.Sc. thesis: Competitive Play in Stratego

### Bachelor Students

Mandy Tak
Graduated: June 24, 2010
B.Sc. thesis: The Cross-Entropy Method Applied to SameGame

Jan Stankiewicz
Graduated: June 24, 2009
B.Sc. thesis: Opponent Modeling in Stratego

Jesper Mohnen
Graduated: June 24, 2009
B.Sc. thesis: Using Domain-Dependent Knowledge in Stratego

**Attended Workshops/Courses**

ITIL foundation (certified),EXIN, July, 2013

Supervision of PhD students, Maastricht, November 2011

Agent Systems, SIKS, December 2009, Vught

System and Architecture modeling, SIKS, December 2009, Vught

The Semantic Web, SIKS, September 2009, Utrecht

Mathematical Methods for IKS, SIKS, December 2008, Vught

Interactive Systems, SIKS, May 2008, Best

Combinatory Methods, SIKS, May 2008, Best

Information Retrieval, SIKS, May 2007, Vught

Learning and Reasoning, SIKS, May 2007, Vught

Computational Intelligence: AI and Probability, SIKS, April 2007, Zeist

Research methods and methodology for IKS, SIKS, ovember 2006, Lunteren

FastTrac Entrepreneurial Training Program, Baylor University, Summer 2004, Waco, Texas

**Other activities**

Head of the Emergency Response Officers 2012-2013, Blueriq B.V.

Member of the PR country team Poland 2008-2011, Maastricht University

Dutch Board Game Champion 2009

Member of the Faculty Council, Faculty of Humanities and Sciences,
2007-2009, Maastricht University

Member of the SIKS student advisory board,
2007-2010, SIKS

**Skills**

Languages: English, German, Dutch

Computer Skills: Java, c#, LaTeX, Matlab, Prolog, SQL

Hobbies: Games, Race Cycling, Photography

## Publications

### Books

1. M.P.D. Schadd. *Selective Search in Games of Different Complexity*. Ph.D. Thesis. Department of Knowledge Engineering, Maastricht University, Maastricht, The Netherlands, 2011.

### Journal Articles

2. M.P.D. Schadd, M.H.M. Winands, M.J.W. Tak and J.W.H.M. Uiterwijk, Single-Player Monte-Carlo Tree Search for SameGame. *Knowledge-Based Systems*, 34, pp. 3-11, 2012.
3. M.P.D. Schadd and M.H.M. Winands. Best Reply Search for Multiplayer Games. *Transactions on Computational Intelligence and AI in Games*, 3(1): 57-66, 2011.
4. M.P.D. Schadd, M.H.M. Winands, J.W.H.M. Uiterwijk, H.J. van den Herik, and M.H.J. Bergsma. Best Play in Fanorona leads to Draw. *New Mathematics and Natural Computation*, 4 (3): 369-387, 2008.

### Conference Articles

5. Esser, M., Gras, M., Winands, M.H.M., Schadd, M.P.D., and Lanctot, M. (2013). Improving Best-Reply Search. In *Computers and Games (CG 2013)*. Accepted.
6. M.H.M. Winands and M.P.D. Schadd. Evaluation-Function Based Proof-Number Search. In *Computers and Games (CG 2010)*, Lecture Notes in Computer Science (LNCS 6515), pp. 23-35. Springer, Berlin Heidelberg, 2011.
7. M.P.D. Schadd, M.H.M. Winands and J.W.H.M. Uiterwijk. ChanceProbCut: Forward Pruning in Chance Nodes. In *Proceedings of the 2009 IEEE Symposium on Computational Intelligence and Games (CIG 2009)*, P.L. Lanzi, ed., pp. 178-185, IEEE press, Piscataway, NJ, USA, 2009.
8. M.P.D. Schadd and M.H.M. Winands. Quiescence Search for Stratego. In *Proceedings of the 21st BeNeLux Conference on Artificial Intelligence (BNAIC'09)*, T. Calders, K. Tuyls and M. Pechenizkiy, eds., pp. 225-232, Technische Universiteit Eindhoven, Eindhoven, The Netherlands, 2009.
9. J.A. Stankiewicz and M.P.D. Schadd. Opponent Modeling in Stratego. In *Proceedings of the 21st BeNeLux Conference on Artificial Intelligence (BNAIC'09)*, T. Calders and K. Tuyls and M. Pechenizkiy, eds., pp. 233-240, Technische Universiteit Eindhoven, Eindhoven, The Netherlands, 2009.
10. M.P.D. Schadd, M.H.M. Winands, H.J. van den Herik, G.M.J-B. Chaslot and J.W.H.M. Uiterwijk. Single-Player Monte-Carlo Tree Search. In Computers and Games, H.J. van den Herik and X. Xu and Z. Ma and M.H.M. Winands, eds., Vol. 5131 of Lecture Notes in Computer Science, Springer, pp. 1-12, Berlin, Germany, 2008.
11. M.P.D. Schadd, M.H.M. Winands, H.J. van den Herik, and H. Aldewereld. Addressing NP-Complete Puzzles with Monte-Carlo Methods. In *Volume 9: Proceedings of the AISB 2008 Symposium on Logic and the Simulation of Interaction and Reasoning*, pages 55-61, Brighton, UK, 2008. The Society for the study of Artificial Intelligence and Simulation of Behaviour.
12. M.P.D. Schadd, M.H.M. Winands, J.W.H.M. Uiterwijk, H.J. van den Herik, and M.H.J. Bergsma. Best Play in Fanorona leads to Draw. In *Proceedings of the 10th Joint Conference on Information Sciences (JCIS 2007)*, pp. 635-642. World Scientific Publishing Co. Pte. Ltd., Singapore, 2007.
13. E. Smirnov, M.H.M. Winands, P. Spronck, and M.P.D. Schadd. Constructing Reliable Classifiers for Road Side Assistance. In *Proceedings of the Annual Belgian-Dutch Machine Learning Conference (Benelearn 2007)*, M. van Someren, S. Katrenko, and P. Adriaans, eds., pages 105-111, University of Amsterdam, Amsterdam, The Netherlands, 2007.

### Technical papers / Notes / Thesis

14. M.P.D. Schadd, M.H.M. Winands, M.H.J. Bergsma, J.W.H.M. Uiterwijk, and H.J. van den Herik. Fanorona is a Draw. *ICGA Journal*, 30(1):43-45, 2007.

15. M.P.D. Schadd. *Solving Fanorona*. Master's thesis, Universiteit Maastricht, Maastricht, The Netherlands, 2006.

16. J. van de Klundert, P. Muls and M. P. D. Schadd. Optimizing sterilized logistics in hospitals. *Research Memoranda 051*, Maastricht : METEOR, Maastricht Research School of Economics of Technology and Organization, 2006.

17. M.P.D. Schadd. *The operation set problem*. Bachelor's Thesis, Universiteit Maastricht, Maastricht, The Netherlands. 2005.

**Other**

18. M.P.D. Schadd. Blueriq Embraces the Decision Model. Whitepaper. December 2013. (To appear)

19. S. Jug and M.P.D. Schadd. The 3$^{rd}$ Computer Stratego World Championship. *ICGA Journal*, 32(4):233-234, 2009.

20. M.P.D. Schadd. Computer Stratego. *Computer Schaak*, (4), 2009.

21. M.P.D. Schadd and I. Satz. The 2$^{nd}$ Computer Stratego World Championship. *ICGA Journal*, 31(4):251-252, 2008.

22. I. Satz and M.P.D. Schadd. The 1$^{st}$ Computer Stratego World Championship. *ICGA Journal*, 31(1):50-51, 2008.