

Mariia Grigoreva

Contact

- +31 6 17 41 24 21
- marugrig@gmail.com

About me

Nationality: Russian Federation

Date of birth: June 10th, 2003

Living in: Groningen, Netherlands

Reliable and punctual, quick to learn and adapt. I always aim to do my job well and focus on the details.

Languages

- Russian - C2, native
- English - C1, fluent
- French - B1, intermediate
- Dutch - A2, beginner

Soft skills

- Fast learning
- Time management
- Team collaboration
- Clear communication
- Ability to work independently

Technical skills

- Game Engines: Unity (C#), Unreal Engine (Blueprints)
- Programming Languages: C#, C++
- Version Control: Git
- Tools: Visual Studio, Figma, Miro
- Other: Microsoft Office

Education

Russian State University for the Humanities

September 2021 - August 2024

Department of Intellectual Systems in Humanities

Bachelor degree (incomplete education)

Hanze University of Applied Sciences

September 2024 - now

Creative Media & Game Technologies

Bachelor Degree

Work experience

PHILIPS Russia

September 2023 - November 2023

HR Intern

- Preparation and processing of employee documentation
- Managing and maintaining payroll records

PHILIPS Russia

November 2023 - June 2024

Jr. HR Administration & Payroll Specialist

- Conducting introduction sessions for new employees
- Providing assistance in resolving employee-related questions
- Assisting employees with documentation

Other experience

Global Game Jam Groningen

January 30th, 2026 - February 1st, 2026

Role: Programmer (Unreal Engine, Blueprints)

Team: 4 people

Implemented:

- Game timer
- UI functionality
- Basic enemy AI