

Mariia

Grigoreva

Contact

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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, advanced
- 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 Moscow, Russia September 2021 - August 2024	Department of Intellectual Systems in Humanities Bachelor degree (incomplete education)
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Hanze University of Applied Sciences Groningen, Netherlands September 2024 - now	Creative Media & Game Technologies Bachelor Degree
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Work experience

PHILIPS Russia Moscow, Russia September 2023 - November 2023	HR Intern <ul style="list-style-type: none">Preparation and processing of employee documentationManaging and maintaining payroll records
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PHILIPS Russia Moscow, Russia November 2023 - June 2024	Jr. HR Administration & Payroll Specialist <ul style="list-style-type: none">Conducting introduction sessions for new employeesProviding assistance in resolving employee-related questionsAssisting employees with documentation
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Other experience

Global Game Jam Groningen, Netherlands January 30 th , 2026 - February 1 st , 2026	Role: Programmer (Unreal Engine, Blueprints) Team: 4 people Implemented: <ul style="list-style-type: none">Game timerUI functionalityBasic enemy AI
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