

Lisa Groen

+81 (090) 8199 – 3862
+31 (0)6 4549 - 1808
lisatgroen@hotmail.com
Nishi-Nippori, Arakawa-ku, Tokyo

<https://github.com/Lisaag>

<https://www.linkedin.com/in/lisa-groen-bb298816b/>

Solution-oriented software engineer with a wide variety of knowledge and experiences. Mostly experienced within the field of game development and VR/AR development. Open to learning all kinds of skills within the field of software engineering.

SKILLS

Programming Languages	<ul style="list-style-type: none">• C#• C++• Java	<ul style="list-style-type: none">• HTML, CSS• Javascript• HLSL (shader language)
Tools	<ul style="list-style-type: none">• Unity• Unreal Engine• Game Maker• Visual Studio (code)	<ul style="list-style-type: none">• Blender, Maya• Sourcetree• Microsoft Azure

EDUCATION

12/2021 - Present

Japanese Language

Academy of Language Arts, Tokyo, Iidabashi

- Focused on learning Japanese Language for daily and business usage
- Conversational and written Japanese (speaking, reading, writing)

09/2016 - 08/2020

HBO-ICT (Information and Communication Technology)

Amsterdam University of Applied Sciences – Amsterdam

- Focused on learning a broad set of different skills within the field of ICT, focussed on Game Development.
- Object Oriented languages (C#, C++, Java)
- Game Engines (Unity, Unreal Engine, Game Maker)
- Web development, Embedded systems and IoT development, Game development and VR/AR development.

EXPERIENCE

01/2021 - 10/2021

AR software engineer, Miracle Mile – Tokyo, Chiyoda-ku

<https://miraclemile-inc.com/>

- Mobile AR development (Apple, Android)
- AR development for head mounted hardware (Hololens 2)
- IoT development using Arduino and M5Stack combined with Microsoft's Hololens 2.
- Realtime online cross-platform application development
- Microsoft Azure

03/2020 - 08/2020

Game programmer intern, Shinyuden - Tokyo, Chiyoda-ku

<https://www.shinyuden.com/>

- Creating a procedurally generated 3D world environment inside Unity Engine.
- Game concepting and design
- General game programming (C#, Unity Engine)
- Shader programming

09/2019 - 01/2020

VR software engineer intern, Therapieland - Amsterdam

<https://therapieland.nl/>

- VR software development (HTC Vive)
- Procedural mesh generation
- Game concepting and design
- Secondary Research
- 3D modeling

01/2018 - 07/2018

Software engineer intern, Digital Society School – Amsterdam

<https://digitalsocietyschool.org/>

- Secondary research
- Concept creation, prototyping and peer testing
- Static website development (HTML, CSS)
- Interactive bracelet creation (Arduino, C)

Languages

- Dutch (native)
- English (fluent)
- Japanese (JLPT N3)