

Lisa Groen

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Master student Game and Media Technology at Utrecht University. 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. Likes to spend her free time playing the electric guitar in a band and playing video games and tabletop games.

SKILLS

Programming Languages	<ul style="list-style-type: none">• C#• C++• Python	<ul style="list-style-type: none">• HLSL (shader language)• HTML, CSS, Javascript
Tools/Libraries	<ul style="list-style-type: none">• Unity• Unreal Engine• Game Maker• Visual Studio (Code)	<ul style="list-style-type: none">• Blender, Maya• Microsoft Azure• OpenCL, OpenGL, OpenCV

EDUCATION

02/2023 - Present	Game and Media Technology (Master's) Utrecht University – Utrecht <ul style="list-style-type: none">• Computer Vision (Machine Learning, Keras, OpenCV)• Software Optimization (GPGPU, OpenCL, SIMD)• 3D model feature vector extraction, clustering• Mathematics (Linear Algebra, Calculus, Statistics)
11/2021 - 12/2022	Japanese Language Academy of Language Arts – Tokyo, Iidabashi <ul style="list-style-type: none">• Focused on learning Japanese Language for daily and business usage• Conversational and written Japanese (speaking, reading, writing)
09/2016 - 08/2020	HBO-ICT - Game Development (Bachelor's) Amsterdam University of Applied Sciences – Amsterdam <ul style="list-style-type: none">• 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

09/2023 - Present	Chair , U-pad (student association) – Utrecht https://u-pad.nl <ul style="list-style-type: none">• Delegating tasks, attending meetings, organizing events• Communication with members and externals
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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 N2)