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 free time playing the electric guitar in a band and playing video games and tabletop games.

SKILLS

Programming Languages	• C# • C++ • Python	• HLSL (shader language) • HTML, CSS, Javascript
Tools/Libraries	• Unity • Unreal Engine • Game Maker • Visual Studio (Code)	• Blender, Maya • Microsoft Azure • OpenCL, OpenCV

EDUCATION

02/2023 - Present

Game and Media Technology (Master's)
Utrecht University – Utrecht
- Computer Vision (Machine Learning, Keras, OpenCV)
- Software Optimization (GPGPU, OpenCL, SIMD)
- 3D model feature vector extraction, clustering

11/2021 - 12/2022

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 - Game Development (Bachelor's)
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.
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EXPERIENCE

09/2023 - Present

Chair, U-pad (student association) – Utrecht
https://u-pad.nl
- Delegating tasks, attending meetings, organizing events
- Communication with members and externals

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)