ARTTU VIITAJYLHÄ

PROFILE

I am studying game development at OSAO, I started my studies in the fall of 2020.

I mostly work as a programmer and graphics designer but I'm also interested in game design and marketing.

In my free time, I work on my own projects.

My strengths in the gaming industry are calmness, pressure tolerance and I'm fast learner.

LANGUAGES

Finnish - Native
English - Commendable

HOBBIES

Playing and modding video games.
My own game projects (design, programming and graphics)

WORK EXPERIENCE

MEKIWI – VRKIWI
30.11.2021 – 28.1.2022

VR-game prototyping in Unity
Programming and testing different game mechanics, fixing bugs. Enemy AI, grappling hook (gun/movement/controls)

OULU POLICE DEPARTMENT
17.9.2018 – 25.7.2019

Customer service in the police department's info and lost-and-found office.
Tasks related to warehouse management: logging and mailing of found goods and the use of various softwares

OTHER WORK EXPERIENCE

Chef internship 2016-2018 (9-months)
Different Cafes, restaurants and hotels
Food prep, cooking and customer service

Pekan Eurohinnat OY   3. - 14.7.2017
Summer employee
Bagging candies, loading orders, warehouse work

Oulun ev.-lut. seurakunnat   6. - 30.6.2016
Seasonal cemetery worker
Cleaning of graves and gardening

IT-SKILLS

Programming languages: C#, GDScript, Java, JavaScript
Programming tools: Visual Studio Code, Visual Studio 2019/2022, GitHub, Git Extensions, GitHub Desktop, Trello, Xampp (MySQL), WinSCP
Game engines: Unity, Godot, Unreal Engine 5
Image processing and 3D-modeling: Photoshop, Gimp, Aseprite, Blender, Rhinoceros 7
Other: Office package: Word, PowerPoint, Slides, Excel, Access

EDUCATION

Kaukovainio OSAO   05.08.2020 -
Information and communication technology degree
Software developer

Civil Service Center   30.07.2018 - 26.08.2018
Civil service training

Myllytulli OSAO   12.08.2015 - 01.06.2018
Hotel-, Restaurant- and Catering business
Chef's field of orientation