ARTTU VIITAJYLHÄ

PROFILE

I graduated as a game developer from OSAO in the spring of 2023.

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 that 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

BRAKESOFT LTD - OSAO INTERNSHIP
1.3.2023 – 30.5.2023

Mobile game 'The Forgotten Guardian' development in Unity: Programming, testing, level creation, enemy mechanics ja bug fixing.

MEKIWI – VRKIWI - OSAO INTERNSHIP
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.

CHEF INTERNSHIP 2016-2018 (9-MONTHS)

Different Cafes, restaurants and hotels
Food prep, cooking and customer service.

IT-SKILLS

Programming languages: C#, GDScript, Java, JavaScript
Programming tools: Visual Studio Code, Visual Studio, Git, BitBucket, Trello, HacknPlan, MySQL, MySQL Workbench
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

OSAO   **05.08.2020 - 31.05.2023**
Information and communication technology degree
Software developer

Civil Service Center   **30.07.2018 - 26.08.2018**
Civil service training

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