

# TAAVI RANNU

## Game Developer/Programmer

📞 +372 56481616

@ rannutaavi99@gmail.com

[linkedin.com/in/taavirannu](https://www.linkedin.com/in/taavirannu)

📍 Tallinn, Estonia

## SUMMARY

Enthusiastic and dedicated Applied Informatics student with a strong passion for game development and programming. Adept at collaborative teamwork, with a proven track record of working effectively across multiple teams on various game projects. Proficient in Unity and Unreal Engine, with hands-on experience in developing and deploying multiple small game projects. Skilled in programming languages such as C#, Python, and JavaScript, and thrives on tackling interesting coding challenges that pop up during game development.

## PROFESSIONAL EXPERIENCE

### Robot Operator

#### Starship Technologies

📅 2021 - 04/2021 📍 Tallinn, Estonia

Starship Technologies develops and deploys autonomous delivery robots. These small, wheeled robots are designed to transport goods, primarily food, groceries, and packages, within a local area, such as a neighborhood or a university campus. Starship's robots use a combination of sensors, cameras, and artificial intelligence to navigate sidewalks and deliver items to customers' doorsteps.

## EDUCATION

### Coding course Golang, Javascript, Rust, SQL

#### kood/Jõhvi

📅 08/2022 - 10/2023 📍 Jõhvi, Estonia

### Bachelor of Applied Informatics

#### Haapsalu Kolledž

📅 09/2021 - Present 📍 Haapsalu, Estonia

## SKILLS

C# Python Javascript Golang

Rust SQL REACT

Game Development Level Design Git

Unity Godot Unreal Engine

Blender Affinity Designer

Agile development

## STRENGTHS



### Interpersonal Skills

Listen attentively, speak candidly, and treat others respectfully.



### Problem Solving

A love for math and coding challenges. Capable of thinking on my feet



### Passionate About The Industry

Frequently dedicate time to attending presentations and discussions covering diverse aspects of game development.

## ACHIEVEMENTS



### International Project

Lead an international team for a game project. Worked with a team of 4 from 3 different countries, developing a visual novel game using the Agile workflow.



### Multiple Gamejam's!

Developed several video game prototypes!



### Team-player

Serving in the defense forces and collaborating on diverse group projects have honed my teamwork skills.