

INFORMATION



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Jyväskylä, Finland



[LinkedIn](#)



[Portfolio](#)

SKILLS

- Game Engine:
Unity, Unreal
- Programming Languages:
C#, C++
- Game Development:
PC, Mobile, Online, VR, AR
- Problem Solving:
Debugging, Refactoring, API
- Collaboration:
Lead Tech, Game
Implementor,
Communication, Backlog
- Artificial Intelligent:
Finite-State Machine,
Behavior Tree, Pathfinding
- Version Control:
Git, GitHub
- Languages:
English, Malay, Finnish (B1)

EDUCATION

Satakunta (AMK)
2015 – 2019
BA in Health & Welfare
Physiotherapy

Jyväskylä (AMK)
2021 – present
BA in Business Information
Technology
Game Production

SUMMARY

My name is Helmy, and I am a student at JAMK's BIT with a knack for programming. I am a physical therapist that found his passion in life as a Game Programmer. I love puzzles and problem solving. When new obstacle come my way, I am eager to learn about the possible solutions.

GAME DEVELOPMENT – TEAM PROJECTS

MAJESTIC FARMSTAY – ADD INSPIRATION Intern – MOBILE MERGE

06 / 2024 - Present | **Implementor, Designer, Junior Programmer**

- Implemented gameplay elements, helping the tech lead with gameplay bugs.
- Designed the tutorial gameplay flow for UA testing. Worked with the economy system of the game including IAP and gameplay currency.
- Worked with data analytics and redesigning gameplay based on user retention

BUGGER OFF! – TOWER DEFENSE GAME

08 / 2023 – 06 / 2024 | **Technical Lead, Publishing, Implementation**

- Game architecture of Bugger Off! based on GDD. Created state machine for the AI tower logic and pathfinding of troops. Set up excel data management system.
- Implemented the key gameplay mechanics by combining the art, animations, and logical aspects to sections of the core gameplay loop.
- Set up the Steam page for the game and published the game on Steam.
- Porting controls and UI to mobile platform, improved to the new Input System. Implemented the persistent data saving system.

LEAF ME ALONE – GLOBAL GAME JAM 2024 - LOCAL MULTIPLAYER

01 / 2024 | **Technical Lead, Implementation**

- Created the gameplay mechanics and logic. Implemented the core gameplay loop.

TOWER TOPPLER – 2D PLATFORMER

05 / 2023 | **Technical Support, Implementation**

- Created the AI of the boss battle. This includes the different stages of attacks and behavior. Made the path finding system that the boss follows and changes accordingly. Supported on the player logic and controller.
- Implemented UI elements into the game. Implemented the art and animations into the game.

VANHA KAUNA – LOCAL GAME JAM - HOT SEAT CARD GAME

03 / 2022 | **Technical Lead, Implementation**

- Support in making the gameplay mechanics. Implemented the cards into the game. Created a simple save system that is locally saved for each game run.

PERSONAL – HOBBIES & INTEREST

Interests: Other programming languages, Video Games, Technology

Hobbies: Cooking & Food, Sports, Bike Packing, Travelling