

HELMY HUSSAIN

Junior Programmer

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📁 Portfolio: <https://fl4tf33t.github.io/docs/index.html> 📍 Jyväskylä, Finland


SUMMARY


I am a Physiotherapist that found his passion in life for video game production. I enjoy problem solving and am a born coder at heart. When new obstacles come my way, I am eager to learn about the possible solutions.

EDUCATION

Bachelor of Business Administration - Game Production	08/2021 - 12/2024
Jyväskylän University of Applied Sciences	
Bachelor of Healthcare - Physiotherapy	08/2015 - 12/2019
Satakunta University Of Applied Sciences	
High school Diploma - International Baccalaureate (IB)	08/2013 - 05/2015
International School of Helsinki	


ACHIEVEMENTS


- **Publishing "Bugger Off!" on Steam**


Proudly published 'Bugger Off!' on Steam, showcasing my game development skills and ability to reach a global audience. From design to optimization, I dedicated myself to delivering an engaging gaming experience.
- **Transitioning from a career in physiotherapy to becoming a coder**


Transitioning from physiotherapy to coding marks a bold leap into a new career path, showcasing resilience and adaptability in pursuing my passion for technology. This change represents a transformative journey driven by belief in my abilities and the courage to align my career with my true interests.


STRENGTHS


- **Adaptability**

Quickly adjust to new environments and tasks with flexibility and resourcefulness.
- **Problem Solving**

Effective at analyzing complex situations and finding practical solutions to challenges.
- **Continuous Learning**

Eager to acquire new knowledge and skills to enhance personal and professional growth.
- **Collaboration**

Excels in working with teams to achieve common goals and objectives.
- **Attention to detail**

In both coding and other aspects of work, I meticulously analyze intricate details to ensure precision and accuracy in execution.
- **Multilingual**

Proficient in English, Malay, Finnish, and Arabic languages for effective communication.



SKILLS

Proficiency in Programming Languages ·
Game Engine Familiarity ·
Problem-Solving · Debugging Skills ·
Version Control · Creativity ·
Time Management ·
Testing and Quality Assurance

PROJECTS

Bugger Off!

08/2023 - 05/2024 Jyväskylä, Finland

Creating and Publishing a game

- We successfully presented our work, illustrating our envisioned gameplay experience to engage and captivate our audience.
- Now, extending our efforts to the mobile market, ensuring wider accessibility and reach for our envisioned gaming experience.





MY TIME

- A** Self Development / Learning
- B** Gaming / Leisure / Sports
- C** Finding New Interests
- D** Helping Others

LANGUAGES

English	Native	●●●●●
Malay	Native	●●●●●
Finnish	Advanced	●●●●●
Arabic	Beginner	●●●●●

PASSIONS

-  Gaming
-  Cooking / Food
-  Travelling
-  Sports