

INFORMATION

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📍 Jyväskylä, Finland



LinkedIn

Portfolio

SKILLS

- Game Engine:
Unity, Unreal, Godot
- Programming Languages:
C#, C++, GDScript
- 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 IT
Game Production

HOBBIES & INTEREST

Interests: Other programming languages, Video Games, Technology

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

SUMMARY

I am Helmy, a final-year student at JAMK's Bachelor's in Business Information Technology program with a strong passion for programming and problem-solving. I originally trained as a physical therapist but discovered my true calling in software development. I thrive on tackling new challenges, and my love for puzzles drives my curiosity and eagerness to learn. Whether it's cracking complex problems or diving into unfamiliar tech, I'm always ready to grow and contribute.

GAME DEVELOPMENT - WORK

SAMK (PROJECT WORK COLLAB WITH INTERREG) – *KidsLikeUs* - VR

11 / 2024 – Present | Technical Lead, Game Developer

- Programmed core gameplay systems: custom pathing, timeline event system, save/load functionality, and VR-specific logic
- Developed AI logic and worked closely with animators to synchronize behavior with animation timelines and events
- Collaborated with artists and animators to bring the VR environment to life with fully interactable AI-driven animals

ADD INSPIRATION – *Majestic Farmstay* – Mobile

06 / 2024 – 12 / 2024 | Junior Programmer, Feature Developer

- Co-designed core gameplay loop and mechanics, and implemented key features from concept to production
- Designed tutorial flow and gameplay onboarding for user acquisition testing
- Integrated in-app purchases and balanced the in-game economy and currencies
- Analyzed player retention data and iterated on design accordingly
- Built internal tools to automate workflow (e.g., converting Excel data into ScriptableObjects for merge chains and idle systems)

RIBBIT INC. – *Bugger Off!* – PC/Mobile

08 / 2023 – 06 / 2024	Technical Lead, Technical Developer, Publishing
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- Architected the game structure based on the GDD; implemented core AI logic, state machines, and tower pathfinding
- Combined art, animations, and gameplay systems into a cohesive and polished gameplay loop
- Built and managed the Steam page and successfully published the game
- Ported game to mobile: redesigned UI for touch input using Unity's new Input System
- Developed persistent data saving systems and set up Excel-driven content management

GAME DEVELOPMENT – GAME JAM/PROJECT

THESIS – Behavior Tree in a Data-Oriented Paradigm – BT in Unity's ECS

01 / 2025 – Present | Tools Programming, Gameplay Architecture

GAME JAM HTML5 ONE SHOT – *One Shot at Making Your Boss Smell Your Fart* – Vampire Survival style

10 / 2024 | Game Programmer, Level Designer

GLOBAL GAME JAM 2024 – *Leaf Me Alone*

01 / 2024 | Technical Lead, Game Developer

SPRINT WEEK PROJECT – *Tower Toppler* – 2D Platformer

05 / 2023 | Technical Support, Implementation

CONBITTI JAM x UK University – *Vanha Kauna* – Hot seat card game

03 / 2022 | Technical Lead, Feature Developer