



Olli Kettunen

Curriculum Vitae

Education

- 2007–2014 **Master of Science (Media Technology)**, *Aalto University School of Science And Technology, Otaniemi, Espoo, Major: Media Technology, Minor: Personal (Mathematics and Physics).*
- 2004–2007 **Matriculation Examination**, *Olari High School of Mathematics and Natural Sciences, Espoo.*
75 courses of which 43 mathematics and natural sciences.

Masters Thesis

- Title *Design And Implementation Of A 3D Rendering Engine For A Video Production Pipeline*
- Supervisors Professor Perttu Hamalainen
- Description This thesis compared different game engines with certain criteria such as modularity, iteration speed, API usability etc. Ultimately describes implementation of some 3D features to a game engine Asema which is authored by Kuuasema Oy.

Experience

Vocational

- March, 2017– **Game Programmer**, RIVERGAMES OY, Helsinki.
- June, 2017 I developed a commercial F2P game called Wheelie Racing using Unity. Moreover, I integrated some services to the game, including Flurry Analytics, Unity In-App Purchases, Apple Game Center leaderboards, Google Play leaderboards, AppsFlyer app tracking and advertisements using Fyber.
- June, 2013– **Master's Thesis Worker**, KUUASEMA OY, Helsinki.
- December, 2013 I updated Kuuasema's own game engine. Updates included 3D graphics, such as 3D model loading, scene graph manipulation and skeletal animation.
- June, 2011– **Logistics Worker**, INEX PARTNERS OY, Espoo.
- August, 2011 I worked in main warehouse collecting goods for markets.

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October, **Cashier**, CITYMARKET ISO OMENA OY, Espoo.
2008– I worked in customer service at a store.
January, 2009
and June,
2009 –
August, 2009
April, 2007– **Summer Assistant**, MASTON OY, Veikkola.
August, 2007 I worked at an assembly line and used packing machines in aerosol production.

Other experience

November **Hackathon Junction 2016 Game Jam.**
25-27, 2016 We had a five member crew working on a prison escape game called Escape.

Computer skills

Programming

- excellent: C++, C, JAVA
- very good: OpenGL/GLSL, C#
- good: LUA, OBJECTIVE-C
- basics: HTML, PHP, MySQL, RUBY

Applications Eclipse, Visual Studio, SVN, Git, Unity3D, 3D Studio Max, Blender
Platform Windows, OS X, Unix/Linux

Languages

Finnish **Native**
English **Very Good**
Swedish **Good**
Dutch **Adequate**
Spanish **Basics**

Interests

- real-time computer graphics and game programming
- floorball
- jogging
- computer and console games
- football and futsal

Portfolio

<https://hyperkettu.github.io/portfolio.html>