CURRICULUM VITAE

Olli Kettunen
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born May 31th, 1988 in Turku, Finland

EDUCATION

- **Master of Science (Media Technology), Aalto University School of Science And Technology 2007-2008, 2009-2014**
  - **Department:** Computer Science
  - **Major:** Media Technology
  - **Minor:** Personal

  300/300 credits
- **Matriculation Examination, Olari High School of Mathematics And Natural Sciences**   2007
  75 courses of which 43 mathematics and natural sciences

EXPERIENCE

- **Game developer trainee, DoDreams Oy**   **July, 2015 - August, 2015**
  I developed some features to a game called DriveAhead!. DoDreams used Cocos2D and SpriteBuilder for the project. Programming language was Objective C.
- **Master's Thesis worker, Kuuasema Oy**   **June, 2013 - December, 2013**
  I updated Kuuasema's own game engine. Updates included 3D graphics, such as 3D model loading, scene graph manipulation and skeletal animation.
- **Logistics Worker, Inex Partners Oy**   **June, 2011 - August, 2011**
  I worked in main warehouse collecting goods for markets
- **Cashier, Citymarket Iso Omena Oy**   **October, 2008 - January, 2009 and June, 2009 - August, 2009**
  I worked in customer service at a store
- **Summer Assistant, Maston Oy**   **April, 2007 - August, 2007**
  I worked at an assembly line and used packing machines in aerosol production

LANGUAGE SKILLS

- Finnish - native
- English - excellent
- Swedish - good
- German - adequate

COMPUTER SKILLS

- **Programming:**
  - excellent: Java, C, C++
  - good: OpenGL/GLSL, C#, Lua
  - basics: Assembly, HTML, PHP, MySQL, Ruby
- **Application:**
  - Eclipse, Visual Studio, SVN, Git, Unity3D
- **Platform:**
  - Windows, Unix/Linux

ACTIVITIES

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