



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 Kuusasema Oy.

Experience

Vocational

September, 2020– **Game Programmer**, FROZENBYTE OY, Helsinki.

My duty was to implement gameplay features with C++ to a triple A 3D game called Starbase. Features included Animation, UI, Gameplay logic and somewhat Graphics.

March, 2018– **Game Programmer**, QUICKSAVE INTERACTIVE LTD., Helsinki.

February, 2020 I programmed chat-based instant games on chat platforms, including Facebook Messenger. I utilized Quicksave's technology, which is a TypeScript and HTML5 based UI system with an editor. I programmed also Quicksave's new website with the system. Moreover, I prototyped a cool game that Quicksave wishes to release in the future. All games and applications are serverless applications. During my time in Quicksave I practised programming a 3D rendering engine with WebGL2 and integrated it with Quicksave's own system.

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🌐 <http://www.ollikettunen.fi/portfolio.html>

- June, 2017– **Graphics Programmer Trainee**, BUGBEAR ENTERTAINMENT LTD., Helsinki.
January, 2018 I programmed computer graphics features with C++ to Bugbear's own game engine, such as normal map compression, physically based rendering and motion blur.
- 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.

Other experience

- November 25-27, 2016 **Hackathon Junction 2016 Game Jam.**
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#, TypeScript, JavaScript
- good: DirectX 11/HLSL, WebGL/WebGL2, LUA, OBJECTIVE-C
- basics: HTML5, PHP, MySQL

Applications Eclipse, Visual Studio, Visual Studio Code, SVN, Git, Unity3D, 3D Studio Max, Blender

Platform Windows, OS X, Unix/Linux

Languages

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

Interests

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

Portfolio

- <http://www.ollikettunen.fi/portfolio.html>
- <https://github.com/Hyperkettu>

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