JANNE SILLANPÄÄ

jannesillanpaa@kamk.fi

+35850 327 6570

Skills

Programming :

• C#, Unity, C++, Unreal Engine, Lua , Visual studio
• Heavy interest in game AI
•Version control (Git), Frameworks(Scrum, stand-up meetings, sprints)(HacknPlan)
Languages : Finnish(Native), English(Fluent)

AI Terms I'm familiar with :

• FSM, GOAP, Behavior trees, Search Algorithms(A*, Monte Carlo, etc…), NavMesh, Influence Mapping

Developed Games

Selene Unity: C# | 2019

 - Atmospheric 2.5D puzzle / walking simulator game.

- Gameplay programming for puzzles(doors, switches, elevators, etc.) and some editor tools.

Fast Flare Unreal Engine 4: C++ and Blueprints | 2018

- Hyper-Casual 2D Wall jumping mobile game

- Score, Combos, Pickups, Saving and Google Play store programming and a bit of everything.

Pluto Unity: C# | 2018

- 2D Story Driven game with Turn-Based combat

- UI, Combat, Dialogue programming. Mostly everything programmed by me.

Education

Kajaani University of Applied Sciences, Finland (2017 – 2020)
- Game Programming

Hobbies

Games: Story driven single player games (RPGS, JRPGS)
Other: History, Making videos