

JANNE SILLANPÄÄ

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+35850 327 6570

Skills

Programming :

- C#, Unity, C++, Unreal Engine, Lua , Visual studio
- 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, Working with Animations, HTN Planning

Developed Games

- For further information about the games and what I did see my portfolio.
- Match Beasts **Roblox Engine: Lua** | 2019
- Ninjas with Guns **Roblox Engine: Lua** | 2019
- Selene **Unity: C#** | 2019
- Fast Flare **Unreal Engine 4: C++ and Blueprints** | 2018
- Pluto **Unity: C#** | 2018

Work Experience

- **Irrelevant Games** (2020) Internship
 - Game Programming Intern

Education

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

Hobbies

Games: Story driven (RPGs, JRPGs) and strategy games.

Other: History, Making videos