

JANNE SILLANPÄÄ

janne741@hotmail.com

+35850 327 6570

Skills

Programming Languages : C# (Unity) , C++ (Unreal Engine), Lua (Roblox Studio)

Gameplay Programming: Implemented many gameplay systems using **C#** in **Unity** and **Lua** in **Roblox Studio** such as player controls on mobile and PC, puzzle, match 3 and a first-person shooter game on PC.

Misc: Version control (Git), Frameworks(Scrum, stand-up meetings, sprints)(HacknPlan)

Other: Have experience with multiple game development projects with full teams which include multiple artists and programmers, a producer, and a designer. Wrote a **Thesis** on **Game AI Decision Making**.

Languages : Finnish(Native), English(Fluent), Japanese (Weak)

Developed Games

For additional games and further information about the games and what I did see my portfolio.

Ninjas with Guns | Roblox Engine: Lua | 2020 7+ months

First person acrobatic multiplayer shooter developed using Lua. I was the main programmer charged with practically all technical aspects such as: Shooting, Movement, Anti-Cheat, Microtransactions and UI programming.

Jumpageddon | Roblox Engine: Lua | 2020 ~2 months

Third person multiplayer obstacle course game. Players race to the finish line. I was the sole programmer, and this served as a prototype for Ninjas with Guns.

Match Beasts | Roblox Engine: Lua | 2019 ~3 months

Selene | Unity: C# | 2019 ~2 months

Fast Flare | Unreal Engine 4: C++ | 2018 ~2 months

I was one of the four programmers on this mobile hyper casual game. I oversaw Score, Google Play integration and combos.

Pluto | Unity: C# | 2018 ~2 months

Work Experience

- **Irrelevant Games (13.1.2020 – 1.10.2020)** Game Programming Internship
 - o Delivered two multiplayer games (Ninjas with Guns and Jumpageddon) and did live-ops for those (events and new features). NWG had thousands of daily players and an active Discord.

Education

- **Kajaani University of Applied Sciences, Finland (2017 – 18.12.2020)**
 - o Game Programming, Bachelor of Business Administration, Information Technologies

Hobbies

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

Other: History, Making videos