

JANNE SILLANPÄÄ

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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, Working with Animations, HTN Planning

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