

Jesse Rahikainen

Programmer with over 15 years of experience and over 15 shipped products on a variety of platforms. Able to research and apply algorithms to unique design issues. Experience with working on projects from the earliest analysis and design to final deployment.

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EXPERIENCE

Balance Studios — Application Developer

FEBRUARY 2020 - MARCH 2021

Created apps for various platforms using Unity3D, PlayCanvas, and components for websites. Optimization, fixing, and additional features for existing projects.

Zymo Interactive — Developer

JUNE 2013 - NOVEMBER 2019

Created apps for various mobile platforms using Unity3D and Java. Programmed arcade games for custom hardware. Involved in the entire lifecycle of app development, from concept to shipping. Integrated ads, IAP, and analytics in mobile games. Used Bluetooth and local networking to allow communication between apps and other devices. Optimized programs and shaders to run smoothly on a variety of platforms. Researched hardware and technologies to see if they were applicable to a given task. Provided task breakdowns and time estimates. Managed and deployed test and release builds on both Google Play and iTunes.

Zyquest, Inc. — Programmer

FEBRUARY 2012 - JUN 2013

Created mobile games using the Unity3D engine. Integrated plugins to extend functionality and created new plugins when no existing solution was available.

Frozen Codebase — Gameplay Programmer

JUNE 2006 - FEBRUARY 2012

Implemented game play mechanics with a focus on enemy actions, AI, and player customization. Worked closely with and assisted designers in the creation of enemies. Modified engines to add custom functionality. Implemented character controls and camera behavior.

SKILLS

Programming Languages:

C#, Java, C, C++, ShaderLab, GLSL

Tools:

Visual Studio, Android Studio, Unity3D, PlayCanvas, Unreal Engine 3, Torque3D, Perforce, JIRA, Trello, SVN

Platforms:

Android, iOS, Windows, Linux, Xbox 360, Wii, PS4

EDUCATION

University of Wisconsin – Green Bay — *Computer Science BS*

Graduated 2007

PROJECTS

Bridal Bouquet Builder — *Android, iOS*

Created a system to procedurally create a 3D bouquet given a list of flowers. Implemented GJK to deal with cylindrical collisions. Optimized shaders to allow more lights on lower performance devices.

Untitled Configuration Application — *Windows*

Designed and created a system that allowed users to create custom items and arrange them within an area.

Willy Crash — *Arcade, Android, iOS*

Created procedural level generation code. Ported arcade version to mobile platforms.

Schwinn Classic Cruiser — *Detail*

Created system to allow storage and streaming of large amounts of data off the devices internal storage. Programmed exercise mini-game.

MTrac — *Android, iOS*

Programmed a series of games and exercises relying upon various device sensors to detect motion. Designed and implemented a system that allowed multiple devices to sync their actions. Integrated an existing backend to allow persistent storage and social logins.

PDQ Payment App — *Android*

Integrated with an existing Bluetooth solution to allow users to make payments without leaving their car.

Pac-Man and the Ghostly Adventures — *Xbox 360, Windows, PS3, Wii U, 3DS*

Worked as a contractor on various portions of the game AI. Primarily worked on the multiplayer maze variant along with some of the main games enemies.

Gridiron Blitz — *Arcade*

Integrated game engine with the cabinet. Programmed gameplay, UI, and helped with configuration. Profiled and optimized so it would run on a limited hardware profile.

LaCrosse Mobile — *Android, iOS*

Did programming work on the AI, animation, procedural player generation, bracket simulation, and the attributes and level systems. Designed and balanced the level and attribute systems.

Ninja Runner — *Android, iOS*

Programmed controls and level generation. Integrated ads, IAP, and analytics plugins. Worked on game design and

balance.

Scarygirl — Xbox Live Arcade, Playstation Network

Programmed enemies and bosses. Assisted with boss and enemy design. Implemented store and inventory system.

Jam City Rollergirls — WiiWare

Worked on many prototypes on many different engines. Created store, item management, and stat modification systems. Designed and developed individual and team AI for computer players. Modified physics and collision engine to handle wall movement.

Kick-Ass: The Video Game — Playstation Network

Designed and programmed initial enemy AI. Helped during final push to fix various AI bugs.

Cruise Ship Vacation Games — Wii

Implemented store and item management system. Programmed shuffle board, driving range, and ping-pong mini-games. Optimized to run efficiently.

Elements of Destruction — Xbox Live Arcade

Worked on camera, movement controls, enemy AI, and boss fights.

Screwjumper — Xbox Live Arcade

Programmed the camera controls, player specific gameplay, and some environmental behaviors.