

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

