

Joonas Suuronen

Engineer, Programmer, Game Developer

I am 24-year-old fresh Information and Communication technology graduate (IT engineer). I always have had a huge passion for technology and science. Especially computers and programming have always fascinated me. I watch science, technology and programming related videos and streams daily. Also, I always have some sort of programming projects active (usually related to video games) that I love to work on. Most people know me as an honest, active and social individual. I tend to do everything immediately and never let tasks pile up.



✉ jsuuronen9@gmail.com

☎ +358 400368833

📍 Espoo, Suomi

🐙 github.com/Joonas98/GameScripts1

WORK EXPERIENCE

Software Developer Metropolia, SAM-project

01/2022 - Present

Began by making thesis on this subject, but I was hired to continue further. To simplify, the project is about creating an application for simulation of surveillance of autonomus vehicles.

Details

- UI / UX Development.
- Team management.
- Other various tasks.

Contact : Pekko Lindblom, project manager -
pekko.lindblom@metropolia.fi, +358 504733152

Game Developer Tutanet Oy

05/2020 - Present

Small group of developers have worked on game called "News Reacts" for years. I was hired to develop the UI and some core mechanics. The game shipped to Steam in 5/2022.

Details

- UI / UX.
- Core Mechanics.
- Optimization.

Contact : Jukka Soinila, CEO -
jukka.soinila@gmail.com, +358 415015856

Security Guard Avarn Security

05/2017 - Present

Details

- Security services in many forms.
- Starting from 2022, mostly includes driving Nokia 5G vans.

EDUCATION

Information and Communication Technology Metropolia University of Applied Sciences

08/2018 - 11/2022

Security guard's degree Edupoli and Amiedu

02/2018 - 02/2018

Matriculation examination Leppävaara Upper Secondary School

08/2014 - 06/2017

SKILLS

Communication

Programming

Game Engines

UI / UX

Team Management

Image & Audio handling

AI & ML

PERSONAL PROJECTS

Various game projects (02/2019 - Present)

- Numerous game projects, mostly developed with Unity and C#.
- More serious project started late 2021 (WIP).

Chess AI (2019)

- Basic console chess with C++.
- Minimax algorithm with Alpha-Beta pruning.

ML / AI Game Director (2021)

- Machine learning artificial intelligence to direct events in a game.
- Made for client called Bigger Scope.
- Clusterizes playstyles and adapts to be more fun for each player.

Company: Banaani Games (01/2023 - Present)

- Mostly for selling my own game projects
- Can also sell various software services through the company

LANGUAGES

Finnish

Native or Bilingual Proficiency

English

Full Professional Proficiency

Swedish

Limited Working Proficiency

German

Limited Working Proficiency

INTERESTS

Technology

Programming

Video Games

Science

Gym

Mathematics

Physics