

Joonas Suuronen

Engineer, Programmer, Game Developer

I am a passionate and dedicated ICT engineer with a strong affinity for technology and programming. With a comprehensive understanding of modern technologies and an unwavering enthusiasm for software development, I am excited to contribute to innovative projects and make a lasting impact in the field. Inspired by the timeless words of **Confucius**, 'Choose a job you love, and you'll never have to work a day in your life,' I am committed to delivering exceptional results and leveraging my technical expertise.



✉ jsuuronen9@gmail.com

☎ +358 400368833

📍 Espoo, Suomi

🌐 www.banaanigames.com/

WORK EXPERIENCE

Application Developer Crosskey Banking Solutions AB

11/2023 - Present

Helsinki, Finland

Crosskey develops banking systems for many Swedish and Finnish banks or customers.

Achievements/Tasks

- Specifics redacted due to NDA
- Development of complicated systems and APIs

Software Developer Metropolia, SAM-project

01/2022 - 11/2022

Began with my thesis, but I was hired to continue. To simplify, the project was about creating an application for simulation of surveillance of autonomous vehicles.

Details

- UI / UX Development
- Team management

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

Game Developer Net Get Games (formerly Tutanet Oy)

05/2020 - 07/2022

Few developers worked on game called "News Reacts". I was hired to develop the UI and some core mechanics. The game shipped to Steam in 5/2022.

Details

- UI / UX
- Core Mechanics and Optimization

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

Security Guard Avarn Security

05/2017 - 11/2023

Details

- Various job types and responsibilities

EDUCATION

Information and Communication Technology Metropolia University of Applied Sciences

08/2018 - 11/2022

Final GPA 4.0 / 5

Matriculation examination Leppävaara Upper Secondary School

08/2014 - 06/2017

SKILLS

Microsoft Products

Communication

Programming

Game Engines

UI / UX

Web development

Team Management

Image & Audio

AI and ML

PERSONAL PROJECTS

You can find most of my significant projects in here:
<https://www.banaanigames.com/showcase.html>

- Homewide adblock system with Raspberry Pi
- SAM Project (engineer's thesis + paid continuation)
- News Reacts (job as a game developer)
- ML / AI Director with Python, visualization and data handling
- OpenGL rendering engine with C++ and few libraries
- Nords and Swords game project
- Chess including strong AI with C++ and minimax algorithm
- Collision detection engine with Python and few libraries
- Grainraiders game project
- "Sumo robot" programming and data connection with C and PuTTY (embedded systems + IoT project)

Trade name 'Banaani Games' (02/2023 - Present)

- I have really enjoyed developing my own website from scratch, with a theme I came up with for my trade name
- I am spending a lot of my free time developing a solo video game project (sometimes even over 14h in a row)
- Important note! This is more of a hobby or side hustle, rather than full-time job

LANGUAGES

Finnish

Native or Bilingual Proficiency

English

Full Professional Proficiency

Swedish

Limited Working Proficiency

German

Limited Working Proficiency

INTERESTS

Finance

Psychology

Technology

Programming

Video Games

Science

Gym

Mathematics

Physics