

Joonas Suuronen

Engineer, Programmer, Game Developer

Confucius said it best: "Choose a job you love, and you'll never have to work a day in your life." If it runs on a processor, I'm in my element.



✉ jsuuronen9@gmail.com

☎ +358 400368833

📍 Espoo, Suomi

📅 joonas98.github.io/PortfolioWebsite/

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

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

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 autonomus 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

A wide range of personal and solo-developed projects:

- For a comprehensive list of all projects, see:
joonas98.github.io/PortfolioWebsite
- Multiple original game projects, including solo and collaborative efforts using various technologies
- Two iterations of my personal portfolio website, designed and deployed from scratch
- Web-based tools and practical utilities built using Blazor, C#, and ASP.NET for full-stack functionality
- Early hands-on experience with Machine Learning, AI, and Neural Networks — prior to the LLM boom
- A custom OpenGL-based rendering engine built from scratch
- Developed a physics calculation simulation system from scratch, applying advanced mathematical and physical principles studied during my engineering degree in ICT
- Low-level hardware and IoT projects involving microcontroller programming and system integrations

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