

JUHANA JAAKKOLA

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PROFILE

I'm a flexible game programmer and I'm willing to give everything I can to make any project better. I work with mindset of growth, because learning new things about game development or technology in general gives me enjoyment.

INTERNSHIP

June 2025 Programming, VarattuValoGames

November 2025 Programming in Unreal Engine project called Thalassophobia.

My responsibilities were: Spectate-system, Options & Menus, Basking Shark (AI), Diving mask UI, Level building, Quest logic, etc.

EDUCATION

December 2025: Bachelor of business administration, Business information Technology, Game Development (Kajaani University of Applied Sciences)

LANGUAGES & SKILLS

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| • Finnish: Native | • C#: Advanced |
| • English: Professional | • C++: Advanced |
| • Swedish: Basics | • Python: Basics |

PREVIOUS PROJECTS (LINKS IN MY PORTFOLIO PAGE)

Reindeer Racing: A multiplayer party racing game where you and your friends race with reindeer through the cold north. Trigger falling trees and other obstacles to hinder rivals and give yourself an edge and win the race.

My responsibilities: Multiplayer system, sabotaging mechanics, power ups, train

Pogo Blast: Chaotic multiplayer shooter, where player can jump and shoot missiles with the pogo stick. The pogo can be used to jump from wall to wall to build up speed and reach higher elevations.

My responsibilities: Movement, Shooting, Power-Ups