

Oskar Junnola  
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## Curriculum vitae

Education	Bachelor of Engineering in Game Programming, South-Eastern Finland University of Applied Sciences Xamk Kotka (2024–2028, estimated graduation date) Vocational Qualification in Information and Communications Technology, Eduko (2019–2022). Upper Secondary School Diploma, Kouvola Evening High School (2019–2022).
Work experience	Packer, Viherpeukalot (plant shop), 1 May 2025–31 May 2025, 1 Apr 2021–31 May 2021, 1 Apr 2020–31 May 2020. Teaching Assistant, Eduko, 1 Oct 2023–15 Dec 2023. Virtual Training Support Specialist / Conscription Service, Finnish Defence Forces, 2/2023–9/2023. Seasonal Worker, Vannetukku (tyre reseller), 1 Oct 2022–15 Nov 2022. Programmer / Intern, Seepia Games, 10 Jan 2022–11 Mar 2022. Fullstack Developer / Intern, Poikilo Museums, 1 Oct 2021–15 Dec 2021, 1 Oct 2020–15 Dec 2020. Sports Facility Maintenance Worker / Summer Job, City of Kouvola, 1 Jul 2021–31 Jul 2021.
ICT skills	C#, C++, Git, HTML, PHP, SQL, JavaScript, SQF, Unity, Blender, Autodesk 3ds Max, Adobe Photoshop, Adobe Illustrator, Microsoft Word, Microsoft Excel, Microsoft Powerpoint, Windows, Linux.
Language skills	Finnish, native English, good, B2 Swedish, good, B1 Italian, basics, A1
Hobbies	Football, Gym, Programming

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