

Oskar Junnola  
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## Curriculum vitae

Education	Bachelor of Engineering in Game Programming, Xamk (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	Career Instructor, Eduko, 1.10.2023–15.12.2023. Virtual Training Support Specialist / Conscription Service, Finnish Defence Forces, 14.2.2023–13.9.2023. Seasonal Worker, Vannetukku, 1.10.2022–15.11.2022. Programmer / Intern, Seepia Games, 10.1.2022–11.3.2022. Fullstack Developer / Intern, Poikilo Museums, 1.10.2021–15.12.2021, 1.10.2020–15.12.2020. Sports Facility Maintenance Worker / Summer Job, City of Kouvola, 1.7.2021–31.7.2021. Packer, Viherpeukalot, 1.4.2021–31.5.2021, 1.4.2020–31.5.2020.
IT 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 Swedish, basics Italian, basics
Hobbies	Football, Gym, Programming

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