Jari Haapalainen

Game programmer

I thrive on connecting with others and finding innovative ways to tackle challenges. Let's chat and see how we can make things happen together!

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EDUCATION

Study Program
OSAO Kaukovainio Tekniikka - Ohjelmistokehittäjä

08/2020 - 06/2023   *Oulu*

Courses
- Game development
- Working as a software developer
- Digital media modeling and printing
- Programming
- Mathematical and natural science competence
- Basic task of information and communication technology

Game development
XAMK South-Eastern Finland University of Applied Sciences

09/2022 - 12/2022   *Remote*

Courses
- Introduction to development tools
- Game Concept Design
- Video Games Production
- Artificial Intelligence for Games
- Games Industry and Data Analytics

WORK EXPERIENCE

Programmer
MeKiwi Oy

01/2022 - 03/2022

Achievements/Tasks
- Programming
- Prototype
- Unity version control
- Animations

Game Programmer
Red Stage Entertainment Oy

01/2024 - 03/2024   *Remote*
Indie game company

Achievements/Tasks
- Camera priority system based on current player movement tag ● Navigation/traversal related minigame feature ● Map Menu prototyping ● Editor shortcuts to player logs and crash logs ● VoiceLineAssets that combine subtitle and audio data

SKILLS

C#   Unity   Blender   GitHub   SourceTree

MySQL   MS-Office

PROJECTS AND LINKEDIN

GitHub page
- https://github.com/Keimo92

Itch.io
- https://keimo.itch.io/

LinkeDIn
- https://www.linkedin.com/in/jari-haapalainen-02a637222/

Portfolio
- Portfolio Jari (keimo92.github.io)

LANGUAGES

English
Full Professional Proficiency

Finnish
Native or Bilingual Proficiency

INTERESTS

Gym   Outdoor   Hunting   Camping