

CV / RESUME

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02.09.1999

Strengths and Skills

I focus on the job, ask for help and inform about issues. Game Technology student with experience in: Unity, Unreal Engine 5, 3ds Max, Blender, Krita and Reaper (DAW).

Education

Hyria koulutus Oy, 2018

Basic degree in information and communication technology. 10.8.2015 – 20.4.2018 Hyria koulutus Oy. I completed an on-the-job training period, during which I repaired laptops and telephones. I learned about game engines as my final project.

South-Eastern Finland University of Applied Sciences

Game technology engineer. Degree in progress.

Hot Job card, due 5/2026

Occupational safety card, due 10/2026

Work Experience

ISS, 2019 – 8/2022

Property maintenance

Service and maintenance of outdoor areas. Machine cleaning and cleaning of the parking garage.

Mowing the lawn, manual snow work.

RTK-Palvelu Oy, 3.6 - 31.8.2024

Property maintenance

Service and maintenance of outdoor areas.

Language skills

Finnish	Native
English	Good
Swedish	Moderate

IT / Game development Skills

C++	Moderate
C#	Good
3ds Max	Good
Blender	Moderate

Driving License

B