

Mico Schalin

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Summary

I am software and game developer with a strong sense of responsibility and a background in the restaurant industry, where teamwork, discipline, and problem solving were essential skills. My interest in game development evolved into a passion for programming after experimenting with GameMaker, which led me to pursue formal studies in ICT and game development.

I am most confident working with C#, my first programming language, and have found that this foundation allows me to learn new languages and technologies quickly. I enjoy building systems, writing clean and reusable code, and applying my skills across different domains not only games but software development in general.

I am energized by games, community, and collaboration, and I particularly enjoy board and card games, which reflect my interest in structured systems, interaction, and shared experiences.

Education

Information and Communication Technologies (ICTs)

Metropolia, University of Applied Sciences

I'm currently studying here more Game Development.

Information and Communication Technologies (ICTs)

Taitotalo, Vocational education and training

08/2024

I started studying game development and programming here. I graduated within 1,5 years and did continue studying in Metropolia. My major was in Game development.

Experience

Game Developer

Portfolio Project 1

09/2025 - 12/2025

- Solo-developed *Hazard Haul*, a Unity auto-shooter game.
- Created reusable core systems including a custom timer, object pool, audio manager, and Vector3 extensions.
- Packaged systems as a modular Unity framework for future game projects.

JavaScript Developer

A-Klinikka

11/2023 - 02/2024

- Built a browser-based narrative game using JavaScript, HTML, and CSS for a youth-focused prevention organization.
 - Designed a JSON-based story system to separate narrative content from game logic for easier maintainability.
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Skills

C#, C++, Python, JavaScript, Unity, Unreal Engine, Blender, Communication skills, Customer service