

Otto Seitamaa

SOFTWARE DEVELOPER · GAME PROGRAMMER

☎ (+358) 50-517-6468 | ✉ necrotto@gmail.com | 🏠 necr0e.github.io/ | 📺 Necr0e | 🌐 otto-seitamaa

“Be the change that you want to see in the world.”

Skills

Programming	C, C++, C Sharp, Java
Back-end	SQL
Front-end	React, HTML5, Javascript, CSS
Game Engines	UnityScript, UnrealScript
Languages	English, Finnish

Experience

School Project

Helsinki, Finland

SOFTWARE ENGINEER

Jan. 2023

- Developed a simple ray tracer using C and the SDL framework.
- Reads a plain-text file for scene locations and draws them on the screen.
- the heavy use of math was my biggest hurdle.

School Project

Helsinki, Finland

SOFTWARE ENGINEER

June. 2022

- Developed with another student a program that takes tetriminos and fits them into the smallest possible square.
- It was a very interesting project and made me intereted in making my own Tetris game at some point.

Game Jam

Helsinki, Finland

GAME DEVELOPER

Jan, 2022

- In a group of 4 we developed a basic sidescroller over the course of 3 days for a local Game Jam.
- Due to most people in our group not knowing the Unity Engine, it was a slow start but by the end we were able to get it running well enough.
- Working remotely because of COVID was also a big hurdle we had to overcome and presented some really unique challenges.

Solo Project

Helsinki, Finland

GAME DEVELOPER

Nov. 2018

- Developed a Shoot 'Em Up as part of Kuuasema's interview process.
- Used techniques such as parallax textures and screen wrapping which were new to me at the time.

Merge Heroes

Ylivieska, Finland

BACKEND PROGRAMMER

Sept. 2014 - Nov. 2017

- Helped develop the game Grim Rush with 6 other students which we released on Steam in 2017.
- Designed developer tools which helped streamline adding of new assets to the game.
- Implemented a skill system that had to go through multiple revisions to meet the requirements.
- Began as part of the GameLab course but was continued on our own time for the next few years.

MediaLab

Espoo, Finland

INTERN AT MEDIA LAB

June. 2014

- Helped develop and maintain the MediaLab website and related services.
- Primarily used HTML5 and CSS

Education

Centria University of Applied Sciences

Ylivieska, Finland

BACHELOR OF ENGINEERING, MEDIA TECHNOLOGY

June. 2018

- Focused on Game Productions (3d Graphics, Databases, OOP programming).
- Did my Thesis on Cultural Aspects of Designing Role-Playing Games.

Hive Coding School

Helsinki, Finland

BOOTCAMP

March 2023

- Learned C from the ground up using a projects based approach.