

# Otto Seitamaa

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## EXPERIENCE

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### Merge Heroes:

[Grimrush](#) (C# / Unity)

Ylivieska, FI

Game Programmer

Sept 2014 – Nov 2017

- Designed developer tools which streamlined the process of adding new items.
- Implemented skill system
- Began as part of the Game Lab course, but was continued on our off-time as the course ended.

### Personal Projects:

[Tank Battles](#) (C++ / UE4 / Solo)

Helsinki, FI

Game Developer

Dec 2018 – Ongoing

- Developing a Player vs Ai tank battle.
- Plan to include multiple tank types such as standard, artillery and hover.
- Implementing basic artificial intelligence.

[Defender of Kuuasema](#) (C# / Unity / Solo)

Helsinki, FI

Game Developer

Nov 2018

- Developed a Shoot 'em Up clone
- Used techniques like parallax textures and screen wrapping.
- Developed as part of a programming test for [Kuuasema](#)

[MediaLab](#)

Espoo, FI

Intern

June 2014

- Helped develop and maintain the MediaLab website and related services.

## EDUCATION

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### **Centria University of Applied Sciences**

Ylivieska, FI

*Bachelor of Engineer, Media Technology*

June 2018

- Focus on Game Production
  - Covering subjects such as, 3d Graphics, Game Industry Core Skills and Game Industry Basics.
  - Took courses in Java, C++, ASP.Net, Databases and Object-Orientated Programming.
- Did thesis on [Cultural Aspects of Designing Role Playing Games](#).
  - Aimed to find the similarities as well as differences of game design elements in order to help future game developers understand how different cultures prioritized different elements in a Role Playing Game.

### **Eira High School for Adults**

Helsinki, FI

- Received the Cambridge Advanced International Certificate of Education (AICE) Diploma. May 2012