



Nina Mäkinen

Bachelor of Business Administration

Contact

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Achievements

Virrake hackathon
May 2019
First place

Job experience

Internship/Etelä – Savon koulutus Oy
May – August v. 2018
Software developer
I programmed competence monitoring system for Etelä – Savo's vocational college where students can plan their programming projects.

Internship/Etelä – Savon koulutus Oy
June – September v. 2014
Software developer
I developed retest registering system for Etelä – Savo's vocational college.

Game projects

My thesis' practical part
3D. I researched how Unity's navigation system and state machine works.

RPG-Game

March -

3D. I programmed features and drew icons and modeled assets.

Game jam- 2D-peli

8.6.2020 – 14.8.2020

I developed main boss and drew assets.

Education and language skills

2017 – 2020

Xamk, University of applied sciences
Bachelor of Business Administration

2014 – 2017

Etelä-Savo's Vocational College
Tieto- ja viestintätekniikan perustutkinto

Languages

Suomi, (native)
Englanti, (good)

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Me

I enjoy software developing and I would like to build up my skills. I am ready to challenge myself in working life where I could apply my workmanship. I feel suitable for creative field and I would like to work where I could utilize my creativity.

I have strong experience from education and hobbies. I have also done art in addition to programming in my projects. I make sure my code is understandable and I ensure it works as intended.

Hobbies

I practise swordsmanship where I teach techniques as instructor I have trained it since 2014. I got trainer of the year in 2015. Practising swordsmanship helps me to release stress.

I develop games in my free time and besides that I make 3D-models and drawings. I have practised 3D-modeling about couple years. I have been drawing every now and then about ten years.

Future goals

My goal is to work in game development or art. I am interested in higher education or courses related to game development.

Technical skills

Programming languages: C#, Java, JavaScript and PHP.

Other
Version control, Unity game engine, image manipulation, 3D-modeling and työvälineohjelmat

Portfolio

Github link
<https://github.com/Ninjatsu1>

3D-Portfolio
No password required
<https://drive.google.com/drive/folders/1l9y5irt9pvv4o9r8UActAD5dU1PRwhw5?usp=sharing>