

Niklas Malinen  
+358504949789  
[niklas.malinen@hotmail.com](mailto:niklas.malinen@hotmail.com)  
[Linkedin](#)  
[Portfolio](#)

Hi, I am Niklas Malinen a game programmer with 5 years of professional experience, specializing in Unity and C#. I love to learn new things and am not afraid of challenging situations and problem solving. Portfolio has more information about all the projects mentioned in this document and more.

## Senior Game Programmer - Cool Smithy Games 2021-

I am the Senior Game Programmer at Cool Smithy Games where I have worked on three large projects, Dr. Professor Scientist's Weapon's Testing Facility, Clockwork Survivors and D.P.S: Weapons Testing Facility 2 all published on steam. In addition to these three games, I have also worked on two additional prototypes which did not make it to production. All games have been created using Unity. For more information about any of the projects, please contact me.

### D.P.S: Weapons Testing Facility 2 – Released 2025

The Sequel to Dr. Professor Scientist's Weapons Testing Facility is based on the same concept as the original. Worked on every aspect of this game, from early planning to building all game systems from scratch. Including new features such as component mutations and wave selection.

[https://store.steampowered.com/app/3610530/DPS\\_Weapons\\_Testing\\_Facility\\_2/](https://store.steampowered.com/app/3610530/DPS_Weapons_Testing_Facility_2/)

### Clockwork Survivors – Released 2023

Clockwork Survivors is a rogue lite auto-runner and auto-shooter where you are a clockwork robot trying to reach the top of the tower. It is a side scroller, where the player tries to avoid all enemies and traps while trying to hit them with weapons to collect experience and gain levels and complete laps to get to the end of the tower.

I created a seeded map generator for clockwork survivors, and an upgrade system where you gain two different upgrades each time a primary and secondary improvement.

### Dr. Professor Scientist's Weapon's Testing Facility – Released 2022

A rogue lite tower defense game where you have a single tower, and you experiment with different combinations of projectiles and modifiers in a programmable weapon. The player's goal is trying to beat wave 50 and beyond.

I created the programmable weapon which comprises of two types of components, projectiles and modifiers, where the projectiles are what is fired from the weapon and modifiers are either modifying the next bullet or they have a general effect when the slot is activated.

## **Studies & Skills**

Metropolia University of Applied Sciences 2017-2021 Information Technology, focusing on game development. I speak 3 languages, Finnish and Swedish natively and English on a high level. When it comes to programming my best skills are in C# and Unity which I have 5 years of professional experience and hobbyist/ studies use for an additional 4 years. Other programming languages I have some experience in are C, C++, Python, Java, and PHP. I am familiar with Scrum and other agile methods and have used them at work, and I am proficient in git version control.

## **Hobbies and interests**

- Badminton
- Tabletop RPGs such as Dungeons and Dragons
- Board games
- Worldbuilding
- Reading
- Video Games
- Cooking & Baking
- History
- Documentaries