Petri Kallinen

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Personal Statement:

As a third-year student in Metropolia with game development as my main subject, I am committed to building a career in the technology industry and developing my programming skills. With backgrounds in culinary arts and IT, I bring a unique perspective and a range of skills to any team.

Education:

Metropolia, university of applied sciences (2022- ongoing)

- Courses include website development, coding practices, programming in various languages.
- First-year group project: Developing of a Flight game using map locations and fuel consumption tracking.
- Second-year projects:
  2D platformer game Grumpo's Adventure, chess AI project and Last Light.

  - Grumpo's Adventure: 2D platformer game with an UI and save game system implementing data persistence.
  - Chess AI project: C++ chess game played within the console (Visual studio),
    done as a practice project regarding algorithms and C++ coding.
  - Last Light: A Diablo/souls like game project currently ongoing as the second portfolio project, made in Unreal Engine 5 using blueprints in a 6-person team consisting of coders and artists. My assignment for the project was to develop a spatial inventory system, equipment slots and the interaction interface for interactions.

- Third-year project:
  - Rave Rampage: a slash and dash game made with unity, I was in charge of making the AI for the enemies in the game, AI base implementation and other miscellaneous features such as: animation synchronizing, timer scripts and ragdoll physics for the enemies.

Varia, Vocational Institute (2008–2011)

- Culinary school: graduated as an Ala-carte Cook.
- Studies with the focus on various skills as a Cook, Server and the basic functions in working as a receptionist.

Varia, Vocational Institute (2003–2006)

- Heating, plumbing and Airconditioning: graduated as a Plumber.
- Studies included wide variety of studies in construction work, with the focus on plumbing systems and basic construction.

IT Skills:

- Development tools: Visual studio, Rider, Pycharm, Thonny and MariaDB.
- Game Engines: Unity and Unreal Engine 5.
- Graphics and modelling: Blender and Photoshop.
- Programming languages: C++, C#, Python, HTML, CSS, JavaScript, NodeJS and SQL.
- Version control: GitHub, Gitlab and Unity VCS.
- Operating systems: Windows and Linux (Kali).

Other training/skills:

- Cisco netacad: Networks.
- Aws academy: Cloud computing.
- Ethical hacking and cybersecurity.
- Cloud architecture for businesses:
  Planning architecture for businesses using Google, Microsoft and SAP services.
- Languages: Finnish (native language), Fluent English, basics in French and Swedish.

Employment:

Kesko logistics (7.2-16.8.2022)

- Collecting and packaging outgoing freight deliveries using a forklift,
  and a voice operated order list system.

Keppana Kellari (14.2-6.11.2020 and 24.2-12.11.2017)

- Chefs duties.
- Occasional customer service and server duties.
- IT assistance, network and software troubleshoot.

Pikku Pistrina (11.11.2019-12.2.2020)

- Assistant Cook duties.

Hobbies and interests:

- Martial arts
- PC/Console gaming.
- Game development.
- Software Development