JUSSI MEHTÄLÄ

Software Developer

PORTFOLIO

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Unity

During my internship and thesis at Nucu Oy I worked on a 3D product configurator and simulator for Nucu's products.

- Made with the Unity game engine
- Had full authority to design and develop the program.
- Requirements were to create a WebGL interactive 3D environment, where a customer can inspect and use Nucu's products. Later on dynamic elements were added to simulate and demonstrate different reactions in the environment.
- Skills: Unity, C#, WebGL, 3D product configuration, basics of Blender/3D, UI/UX Design, WebGL optimization, remote working.
- Private repo with replaced placeholder assets: https://github.com/SKIPAH/NucuProductConfigurator
- https://jussiprojects.itch.io/webglnucutest?secret=BtYgvJZZzU2b0GynO4y9q7XY5WU
- Thesis link: https://www.theseus.fi/handle/10024/856201

Web

Creating my own personal website.

- Learning web development by creating a personal website, where I can show my contact info, work and education experience, esports career achievements etc.
- HTML, CSS (SCSS), Javascript, React.
- Domain address and web hosting with Hostinger.
- Link to website: https://jussimehtala.com/
- Github repository: https://github.com/SKIPAH/CareerTimeline

Last big school group project was to create a React app with Java backend to show climate changes visually with charts in two months.

- Worked as a full-stack developer.
- Javascript framework React for frontend and Java springboot for backend. Database created with MySQL and VS Code extension Database Client.
- Charts created with Chart.js library.
- Skills: Javascript, Java, HTML/CSS, React, MySQL, use of libraries/frameworks, UI/UX design for websites, github version control in a group.
- https://github.com/Web-ohjelmoinnin-sovellusprojekti-R24/Ilmastonmuutos

Game Testing

Active game tester in XPFIRST community

- Been actively testing and contributing to game ideas for games like My Pet Hooligan, Supermoves and Farcana.
- Previous experience as a competitive esports athlete at a high european level helps me identify bugs, errors and problems within gameplay during early development.