



JUSSI MEHTÄLÄ

Software Developer

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PORTFOLIO

Unity

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

- Made with 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 like those would work in real life. 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://jussiprjects.itch.io/webglnucutest?secret=BtYgvJZZzU2bOGynO4y9q7XY5WU>
- 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 2 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: Basics of 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/Ilmastomuutos>

Game Testing

Active game tester in XPFIRST community

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