Sami Sairiala

Game Programmer (Unity/C#)

CONTACT

Nokia, Finland
+358 400 914 969
sami.sairiala@gmail.com
github.com/SamiSairiala

SKILLS

- Unity / C#
- Git
- Java, Python, SQL, HTML
- Unreal Engine / C++

PROFILE

Unity/C# game programmer with professional experience at Skydome Entertainment (Feb 2024–Feb 2026). Experienced in gameplay and systems programming including turn-based combat, save/load & persistence, UI, and map systems.

WORK EXPERIENCE

Skydome Entertainment (Feb 2024 – Feb 2026)

Lead Programmer | Abyssian (upcoming 2.5D RPG)

- Led implementation of turn-based combat and token/status effect systems.
- Built save/load and scene persistence.
- Implemented equipment system and world map/minimap UI.

Programmer | The Hive (Steam, strategy game)

- Post-release fixes and system improvements across gameplay and UI.
- DLC feature implementation including autosaving and group selection UI.

Supported trainee onboarding and code reviews during production.

EDUCATION

Tampere University of Applied Sciences (TAMK)

BBA, Game Development Track - Graduated Dec 2025

Thesis: Design and Implementation of a Turn-Based Combat System using Unity

Ahlman's Game Programming Course

Game Programmer - Aug 2018 – Aug 2019

PROJECTS

Culinary Carnage (itch.io)

- 2D top-down roguelike: implemented enemy & boss AI using FSM-style behavior.
- Built enemy/boss ability system to support varied attacks and encounter pacing.

Steel & Bone (Steam)

- Co-code lead; contributed to player movement, skills, enemy AI, and animation integration.

Museum Mayhem (Mobile, client)

- Implemented escape room puzzles and point-and-click room navigation for Tampere Art Museum.