Taavi Korhonen
Programmer

Game Developer with a Bachelor's in Business Information Technology, specializing in Unity (C#) development with complementary experience in Unreal Engine (Blueprints) and Godot (GDScript) through numerous game jams. Proven ability to build complete game systems including UI, AI, and multiplayer functionality across PC, mobile, and VR platforms

Contact

Email
taavi.a.korhonen@gmail.com

Portfolio
tabbebro.github.io/

LinkedIn
linkedin.com/in/taavi-korhonen/

itch.io
tabbebro.itch.io

Education

2021-2024
Bachelor's Degree in Business Information Techonology
Kajaani University of applied sciences

2018-2021
Finnish Marticulation Examination
Lapinlahti upper secondary school

Experience

- Unity (C#) - Proficient
- Unreal Engine (Blueprints) - Familiar
- Unreal Engine (C++) - Basics
- Godot (GDScript) - Basics
- Python - Basics
- Html, Css & JavaScript - Familiar
- Git

Languages

- **Finnish - Native**
- **English - Full Professional Proficiency**

Work Experience

January 2024 - current
Need More Bullets
Gameplay Programmer & QA | Voluntary

- Developed complete UI systems: main menu, pause menuand settings with key rebinding
- Created custom shaders: hexagonal terrain, outline, hologram & Cel/Toon effects
- Continued post-internship to implement UI & fix bugs for "Shattered Bride" (Steam release)
- Currently developing local co-op game as solo programmer with full ownership of:
  - Player character systems and controls
  - Enemy AI and behaviour
  - Per-player inventory management
  - Complete UI/UX implementation

Notable Experiences

Iron Mice From Hell | Unity (C#) | Game Jam
Programmer

- **Achievements**: Ranked #5 Overall of 33 entries
- **Player Engagement**: 360+ Browser plays on itch.io
- Visibility: Game was streamed to an audience of 6000+ by VTuber Ironmouse
- Implemented core gameplay: player movement, player attack & UI
- 1 week development & deployment time

Franc Robber | Unity (C#) | Game Jam
Programmer

- **Achievements:** Ranked #336 Overall of 1167 entries
- **Player Engagement:** 100+ Browser plays on itch.io
- Implemented core gameplay: player movement, grave digging & UI
- Optimized performance the best I could in 1 hour before deadline
- 72-hour development & deployment time

Noki | Unity (C#) | Game Jam
Programmer

- **Achievements**: Ranked #5 Overall of 33 entries
- **Player Engagement**: 90+ downloads on itch.io
- Implemented core systems: Lantern color-switch mechanic, symbol-based puzzle logic and pixelation visual effect
- 1 week development & deployment time

Tabbebro.github.io - Website | HTML, CSS & JavaSript |

- Developed a custom portfolio website from scratch using HTML, CSS and JavaScript to showcase my game development projects.
- The site is fully self-coded and hosted via GitHub Pages.
- The site showcases collection of my work, including GIFs, descriptions and links to projects.
- There are even some unreleased projects