

# Leo Äijälä

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## Education - Degrees

**Bachelor of Business Administration, Kajaani University of Applied Sciences**

2023-ongoing.

Third year student game development, Game art and programing

## Selected project experience

### Space Game (Unreal)

Team Lead, Programmer 8-12.2025

Made the players ship

### Surreal Heist (Godot)

Team Lead, Programmer, Mapper 1-5.2025

Portals and level logic

### Delivery Rush: Timeout (Unity)

Team Lead, Programmer, Mapper 9-12.2025

NPC cars and prop system

## Skills

**Graphics:** Hard surface, Low Poly, Character design, 3D Animation, Motion capture, Texturing, Vector graphics

**Graphics tools:** Krita, Blender, Substance painter, Adobe illustrator

**Programing languages:** C#, C++

**Game engines:** Godot, Unity, Unreal

**Other computer skills:** Git

**Other relevant skills:** Team leading

## Other Education

Scout-Leader course 2018.

Drivers license B,T

## Portfolio

[Portfolio website](#)

## Language skills

**Swedish** (Native)

**Finnish** (Proficient)

**English** (Proficient)

## Relevant interests

Scout Sibbo Åfarare, Digital painting, Making Games, Miniature painting, Shooting sports, IGDA , Arma 3 Mission maker