



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

