Timo Heikkilä

Game Developer

Recently graduated Unity Game Developer based in Helsinki, Finland, with a passion to seek out challenges and opportunities to learn. 2+ years of experience working in Unity, developing mainly 3D and VR projects. Adept at working independently or collaboratively, and committed to writing optimized and clean code. Excellent communication skills in English and Finnish.

Links

- **Portfolio:** https://timohjh.github.io/Portfolio
- **LinkedIn:** https://www.linkedin.com/in/timohjheikkila
- **GitHub:** https://github.com/Timohjh

Work History

2021-10 - 2022-03

Unity Game Developer

Triple Take Games, Helsinki

Created a company to work on a VR multiplayer game for the duration of the internship period at Haaga-Helia.

- Developed and implemented different minigames and managed the game's flow,
- Kept supervisor up to date and applied Agile methods,
- Implemented best practices for VR and reduced motion sickness,
- Optimized the project and refactored code,
- Networked the game using Photon.

Education

2018-08 - 2022-03

BBA: Business Information Technology

Haaga-Helia University of Applied Sciences - Helsinki

- Majored in Software Development

Contact

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Skills

Coding:
C#, React, JavaScript, HTML, SQL, Java, React Native.

Software:
Unity, Git, Blender, MariaDB/MongoDB, Microsoft Office, Oculus Dev tools.

Unity:
Design patterns, Optimizing and Profiling, 3D Math, Debugging, OpenXR, Photon networking.

Languages:
Fluent: Finnish, English
Intermediate: Swedish, French
Beginner: Spanish