

TIMO HEIKKILÄ

UNITY VR DEVELOPER • BERLIN, GERMANY • +358 404198081

◦ DETAILS ◦

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◦ LINKS ◦

[LinkedIn](#)

[Github](#)

[Portfolio](#)

◦ LANGUAGES ◦

Finnish

English

Swedish

French

Spanish

German



PROFILE

Unity VR Developer currently based in Berlin, Germany, with a passion to seek out challenges and opportunities to learn. 3+ years of experience working in Unity, developing mainly 3D and VR projects. Equipped with a diverse and promising skill-set. Adept at working independently and collaboratively, and committed to writing optimized and clean code. Seeking an opportunity to join a dynamic and innovative team of developers and contribute my exceptional problem-solving skills to the development of state-of-the-art games.



EMPLOYMENT HISTORY

Unity VR Developer at INVR.SPACE GmbH, Berlin, Germany

July 2022 — Present

- Designed, prototyped, and successfully delivered a diverse range of VR games and applications across multiple platforms and devices, primarily utilizing the Unity engine.
- Collaborated with a multidisciplinary team of artists, designers, programmers, and producers to deliver high-quality VR experiences for clients and partners.
- Implemented features using best practices and industry standards.
- Tested, debugged, and modified the applications based on producer and user feedback.
- Profiled and optimized the render performance by taking advantage of tools and applications.
- Researched and experimented with new technologies and trends to improve the quality and performance of ongoing and new projects.

Unity VR Developer at Triple Take Games, Helsinki, Finland

October 2021 — March 2022

As part of my internship at Haaga-Helia, I temporarily founded a company to create a VR multiplayer game with various features and challenges. Some of my daily responsibilities were:

- Developing and implementing different minigames that tested the players' skills and abilities in VR.
- Managing the game's flow and ensuring an engaging gameplay experience while implementing best practices for VR and reducing motion sickness.
- Optimizing the project and refactoring the code to improve the performance and efficiency of the game.
- Developed certain tools to enhance the development process.



EDUCATION

BBA: Business Information Technology, Haaga-Helia University of Applied Sciences, Helsinki

August 2018 — March 2022

Majored in Software Development



SKILLS

Coding: C#, React, JavaScript, HTML, SQL, C++.

Software: Unity, Git/Plastic, Blender, UE5, MariaDB/MongoDB, Microsoft Office, Oculus Dev tools, iClone/CC4, Depthkit