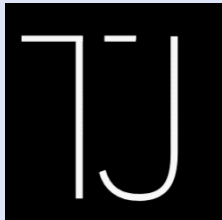


Topi Järvinen

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Urkala, Finland



Bachelor of Business Administration, Information Technologies.

Junior Frontend / Game developer, also interested in Cybersecurity.

I have experience of HTML, CSS, JavaScript, C#, React, Phaser and Unity.

I love creating new stuff and I am all about stylish visuals and colour worlds.

Education

Vaasa University Of Applied Sciences,

Bachelor of Business Administration, Information Technologies, 2020-2023, graduated

Projects

Homepage:

<https://topi1.github.io/portfolio-site/>

- **HTML, CSS, JSX, React**
- My responsive homepage. Includes links to other projects.

Horror game "Take My Hand ?":

<https://topi1.github.io/mystery-game/>

- Currently working on this.
- This game is being created by using **Phaser**, HTML5 Game Framework. Languages in use are **HTML, CSS and JavaScript. Webpack** as bundler.
- Everything is done by me except the environment tilesets. All the other visual assets like the player character and UI assets are drawn by me with Aseprite.

Moonfang Build Guides:

<https://topi1.github.io/moonfang/>

- **HTML, CSS, JSX, React**
- My attempt on creating responsive, visually stylish website about video game builds and news.
- All the icons made by me in Canva. All the used images are usable since they are from press kits.
- This was my [thesis](#) project.

My GitHub profile: [Topi1](#)

Skills

Frontend Development: HTML, CSS, JavaScript, ReactJS

Backend Development: Basics of SQL and PHP

Game Development: C#, Unity, Phaser

Version Control: git, Plastic SCM

Operating Systems: Windows, Linux

Soft Skills: Good Teamworker, Adaptability, Problem-Solving, Time Management

Languages: Finnish (native), English (good)

Work Experience

Platonic Partnership Oy (5/2022 – 9/2022)

Internship. Game development in a team. I did the programming on our game using Unity and C#.

Tays Hospital-Pharmacy (4/2020 – 8/2020)

Warehouse work.

Hoivakoti Reikonlinna (6/2019 – 8/2019)

Nursing.