



**Vapaakallio**  
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(they/he)

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I am a **game designer** and **game developer** with 7 years of professional experience, focusing on **experimental** and non-violent games. I love **prototyping** and **collaboration** in small teams. My ideal position is a **designer/developer** hybrid.

## EDUCATION

### M.A. - New Media (Game Design & Production)

An intensive hands-on education in making games with a strong theoretical backing. Worked on 10+ games from start to finish during my studies.

Aalto University 📍  
2015 – 2020 📅

### B.S. Computer Science

Received a strong programming background and an aptitude for understanding complex systems. Minored in biotech.

University of Helsinki 📍  
2010 – 2015 📅

## PROJECTS

### Shadowlings

A project I lead from ideation to post-launch support. Design, programming (audio, gameplay) and working with outsourcing.

Trailer 🌐

### How to Destroy a Startup

A dark, humorous, educational game about IP Law. Built all of the gameplay systems on a very tight budget and schedule.

Trailer 🌐

## ACADEMIC WORK

### Designing Climbing Games - Creating Shadowlings for ValoClimb

L. Vapaakallio 📍  
Master's Thesis (2020) 📅  
AaltoDoc 🔗

## WORK EXPERIENCE

### Unity Developer

Working in the prototyping team building and designing MVP mobile apps and games, collecting data and reacting to it.

Musopia 📍  
May 2023 - Current 📅

### Game Developer

Worked on over a dozen games, with 4 lead positions. Heaps of responsibility and many different developer hats.

Valo Motion 📍  
September 2018 – October 2022 📅

## SKILLS & LANGUAGES

### Game Development

●●● C# ●●● Game Design  
●●● Unity ●●○ Python

### Other skills

● Web development ● Google Sheets  
● Machine Learning Basics ● Teaching  
● Presenting ● Other programming languages

### Languages

●●● English ●●● Finnish  
●○○ Swedish ●○○ French

## PERSONAL INTERESTS

🎵 Swing dancing 🎵 Playing music 🎮 Pinball  
🎲 Board games 🎲 Tabletop roleplaying