



Vapaakallio
LASSI
(he/they)

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My name is Lassi Vapaakallio. I am a **game developer** and **game designer** with 5 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

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

Research Assistant

Made two educational games in small teams as a freelancer. 3 months as an AI researcher.

📍 Aalto University
📅 Oct 2016 – Sep 2017, May 2018 – Jul 2018

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