

- Helsinki, Finland
- vapaalassi@gmail.com
- Online Resume
- Linkedin/lassi-vapaakallio
- Github/Vaakapallo

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 苗

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
- **ă** September 2018 − October 2022

Research Assistant

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

- Aalto University
- diam't oct 2016 Sep 2017, May 2018 Jul 2018

SKILLS & LANGUAGES

Game Development

- ••• C#
 ••• Unity
- Game DesignPython

Other skills

- Web developmentGoogle Sheets
- Machine Learning BasicsTeaching
- PresentingOther programming languages

Languages

- EnglishSwedish
- FinnishFrench

PERSONAL INTERESTS

- Swing dancing Playing music
 - ving music Pinball
- Board games Tabl
- Tabletop roleplaying