SAMU HAAJA

PROGRAMMER / GAMEDEV

☎ +358 44 971 5480

✉ samu.haaja@hotmail.com

📍 Maahisentie 3, Kajaani

🌐 Portfolio:
https://xenathyr.github.io/

linkedin.com/in/samu-haaja-3219a616b

PROFILE

I am a positive person and an excellent team player. Quick to learn new things, and not afraid of challenges. Working hard and taking the wall-to-wall approach in projects has lead me to be considered an irreplaceable team member.

SKILLS

- **C++ & C#**
- Unreal Blueprints & C++
- Front End Coding
- Artificial Intelligence
- Game design
- Gameplay logic
- **Teamwork**
- Quality assurance
- UI & UX
- Source control
- GIT
- **CSS & HTML**
- Agile development (Scrum)

EDUCATION

BACHELOR'S DEGREE IN BUSINESS INFORMATION TECHNOLOGY

Programming / Game Development

Kajaani University of Applied Sciences

2018 - 2022

PROJECT EXPERIENCE

THESIS

2022-2022
- Created a working Goal-oriented action planning artificial intelligence prototype entirely within Unreal Engine 5 C++
- Documented the needed steps for a thesis that helps others with understanding of AI planning architecture

PROGRAMMER

Kajak Games intern project - Unreal Engine
2021-2022
- Across the board gameplay programming in Unreal Engine 4
- Reworked the artificial intelligence to remove repeating code, and made future changes streamlined
- Worked in all corners on the programming side.
- Prototyped new gameplay elements
- Improved playability and implemented new game mechanics

PROGRAMMER

University project - Unity
2020-2021
- Worked in a 12 person team to create a serious game together with mental health industry professionals
- Built a system for world interaction and object management
- Implemented wide-ranging prototyped content
- Built full menu, inventory and UI functionality

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Finland

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TOOLS

- Unreal Engine 4 & 5
- Unity Engine
- Trello / HackNPlan
- Github / Gitlab
- Microsoft Teams
- Visual Studio

WORK EXPERIENCE

SALESPERSON

Prisma Maakunta
01/2024 ->

- Managing storage and shelving product
- Customer service

UI/UX DESIGNER (FIXED TERM)

Kajaani University of Applied Sciences
04/2023 - 01/2024

- Worked closely with product team on creating an accessible learning platform
- Created a full redesign of the products UX and UI.
- Designed new features for user retention
- Full documentation and hand-off to developers
- Assisted with additional front-end programming tasks (CSS & HTML) and content management tasks
- Helped maintain open communication between programmers and the content creation side.
- Actively collected feedback & improved the product.
- Worked on-site & remote

SALESPERSON

LIDL
06/2020 - 04/2023

- Worked together many collegues in constantly changing shifts
- Received payments in cash and credit
- Issued receipts, refunds and change.
- Helped train new employees
- Maintained a clean and safe work enviroment

REFERRALS

UI/UX DESIGNER (FIXED TERM)

Kajaani University of Applied Sciences

KAUPPINEN HEMMO / TEAM LEAD
Email: hemmo.kauppinen@kamk.fi

HIRVONEN NYYRIKKI / LEAD PROGRAMMER
Email: nyyrikki.hirvonen@kamk.fi

VÄYRYNEN ANU / CONTENT TEAM LEAD
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