



# ARI-PEKKA SAVOLAINEN

GAME DEVELOPER TO BE

ADRESS

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PHONE

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EMAIL

ARI-PEKKA@INF.000

## PROFESSIONAL PROFILE

I have set my eyes on the video game industry and thus my goal is to get started in the business. My set of skills makes me a great multilevel worker, starting from a QA position to a designer of sorts. My adventure is just about to start and I'd like to have you all with me on that venture. I am currently studying in Jyväskylä, but I am ready to relocate if that is necessary. I will be graduating late 2021.

## EDUCATION

### INFORMATION TECHNOLOGY 2007 - 2010

Programming, hardware, client and server side. Windows and Linux OS.

### YOUTH MENTOR 2015 - 2018

I worked as a youth mentor while studying, my side responsibility being games and AV-tech. Part of my thesis was playing tabletop RPG with teens, great experience overall.

### GAME DEVELOPING 2018 - ON-GOING

I study Business Information Technology and specialize in Game Production. I will be beginning my third year this autumn. I have studied video game music, Unity, Construct 3 engine and completed a product lab course where we did the *devoid tomorrow* game.

## WORK EXPERIENCE

### EVENT ORGANIZER

I have been organizing various events from lan parties to speedrun marathons for 10 years now and counting. For example, FinnRuns and SpeedGamesUnited marathons.

### YOUTH MENTOR 2015 - 2018

My job was to make contact with the youth and just have conversations with them. I used video games and board games to connect with the kids. My strenght is being empathic and bonding on emotional level. I carry those principles in everyday conversations.

### INDIE DEV 2020 - ON-GOING

I started working on solo projects early 2020. Currently I'm working on two solo projects plus weekly game jams.

## PERSONAL SKILLS

CREATIVITY

TEAM WORK

INNOVATIVE

HARDWORKING

HUMBLE

## PROFESSIONAL SKILLS

UNITY

C#

GAMEMAKER

GML

GDD