






Ari-Pekka Savolainen


QA / Designer

CONTACT ME

 Jyväskylä

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 @ari-pekka

MAIN TOOLS

Unity
Game Maker
Visual Studio
Blender
Aseprite
Photoshop
Trello / ClickUp
Audacity
Excel

MAIN SKILLS

Unity / C#

Functionality testing

Qualitative testing

Bug writing & Database management

Game design documents

Economy balancing

RPG formula balancing

WORK EXPERIENCE

QA / Game Designer 2020 Oct - 2021 Oct
Zaibatsu Interactive Oy, Jyväskylä

- QA in three different projects; mobile and console games.
- Planning of testing sessions where I collected feedback, data, debug log and video from the sessions. From that data set I presented some design changes for the individual levels, level order and general balancing.
- Console exclusive debugging e.g., reasons for crashing and memory leaks.
- Economy balancing for Boom Karts mobile game.
- Coding for console and mobile games in C# (Unity)
- Overall game design in multiple projects.

School projects / Game jams

- Worked on projects in various states of progression from abandoned to finished.
- Multiple positions from product owner to development team member.

Other relevant experience

- Head organizer for FinnRuns Ry (Finnish Speedrun Association) from 2014 to 2020
- Competitive speedrunner for 10 years.
- More details in the next page.

EDUCATION

Jamk University of Applied Sciences 2018 -
Game Production, Business Information Technology
Orientated to video games and to game design.

Pohjoisen Keski-Suomen Ammattiopisto 2016 - 2018
Youth worker education

Savo Vocational College 2007 - 2011
Information Technology

REFERENCES

Jussi Ultima
CEO, Zaibatsu Interactive

Phone: 050 412 4420
Email: jussi.ultima@zaibatsu.fi

Teemu Pölkki
Lecturer / Specialist, JAMK

Phone: 050 590 5331
Email: teemu.polkki@jamk.fi

WORK EXPERIENCE

02/2022 - on going // Service Point Specialist // Istekki Oy

Customer service, user management, problem solving, Active Directory, ticket handling.

10/2020 - 10/2021 // Game Designer Trainee // Zaibatsu Interactive Oy

Coding, design, QA and test session management. I was a part of multiple projects before mentioned position.

Code language was C# in Unity environment, Google Apps Script and JavaScript in Google Spreadsheet.

I partook in a few projects as a designer, but I'm prohibited by NDA to discuss more about the projects or the clients. However, some of the projects were existing in-house projects and some were new projects ordered by the client.

Main focus in my intership was in QA.

10/2016 - 10/2018 // Youth Worker // City of Jyväskylä

My job was mainly youth mentoring, but I also organized events, was responsible of video and board game clubs and AV-tech.

02/2016 - 11/2016 // Mailer // Mailhouse Oy

Packing and collecting of various mails.

01/2014 - 06/2015 // Club mentor // City of Kuopio

I was responsible of two clubs: a video and a boardgame club which were both held once per week. I was also summoned regularly to help with in-house events, such as music gigs.

11/2012 - 07/2013 // Store Manager // GameStop Oy Ab

My main responsibilities were customer service, reporting to upper management, profit responsibility, recruiting new people, training recruits, and career development discussions. I had three people working directly for me.

02/2012 - 10/2012 // Sales Person // GameStop Oy Ab

My main responsibilities were customer service, sales work, and daily and weekly inventoring

03/2011 - 06/2011 // IT-support for students // Savo Vocational College

Installing and administration of Windows and Linux servers and desktops, which were used in students school projects. I also helped in Linux classes for beginners.

EDUCATION

08/2018 - on-going // Game Production, Business Information Technology // JAMK University of Applied Sciences

Orientated to video games and to game design.

10/2016 - 10/2018 // Youth worker education // Pohjoisen Keski-Suomen Ammattiopisto

09/2013 - 12/2014 // Computer Science // University of Eastern Finland

Major studies in computer science and minor studies in social pedagogy

08/2011 - 12/2012 // IT engineer // Savonia University of Applied Sciences

Oriented to software development

08/2007 - 06/2011 // Information Technology // Savo Vocational College