

JERE JOENSUU

GAME DEVELOPER



PROFILE

Game developer/programmer passionate about games and game design. Always eager to learn new things about game development.

SKILLS

- C# ★
- Unity ★
- Unreal Engine
- Java
- Git

CONTACT INFO

📍 Tampere

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WORK

Skydome Entertainment - Programmer

2024/5 ->

- Developed **custom editor tools** for enhanced scene management and improved workflow.
- Worked on **rendering controls**, **save system** optimization, object tracking solutions, and cutscene integration.
- Focused on **optimizing project performance** and efficiency.
- Implemented efficient methods for managing object states and project-specific tools.

Supremacy Games Oy - Programmer

2022/5 - 2023/7

Worked on the client-side of Apex Kings, a web3 racing game, and had a big role in creating the main gameplay and UI structure. Also had a minor part in designing some of the game's aspects

OTHER PROJECTS

Procedural Animation

A procedurally animated spider in unity using inverse kinematics.

Chess AI (Ongoing project)

A simple chess game with an AI opponent

The Banishment

A short horror game experience. (School project)

Pookie Island (Itch.io)

3D puzzle/platformer in a small open world. (School project)

STUDIES

Tampere University of Applied Sciences 2020 - 2023/12

Bachelor of Business Administration, Business Information Systems

Specialized in game development and game design in the Games Academy of TAMK.