JERE JOENSUU

STUDENT OF BUSINESS INFORMATIONS TECHOLOGY
AT TAMPERE UNIVERSITY OF APPLIED SCIENSES

PROFILE

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

CONTACT INFO

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WORK

Supremacy Games Oy - Programmer   2022/5 ->

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

GAME PROJECTS

The Banishment
A short horror game experience.

Pookie Island (Itch.io)
3D puzzle/platformer in a small open world.

Pang: The Tainted Forest
A recreation of the old arcade game, Pang.

Bloom or Gloom
A clicker game for android.

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

SKILLS

I've gotten plenty of experience in programming during the 3,5 years I've studied and worked on game development. My expertise lies in Unity and C# but they aren't the only tools I know how to use.

- **C#**
- **Java**
- Git
- **Unity**
- Android Studio
- LibGDX

STUDIES

Tampere University of Applied Sciences   2020 - 2023/12

Bachelor of Business Administration, Business Information Systems

Currently studying game development and game design in the Games Academy of TAMK. Will be completed by December 2023.