



# Jerry Järvelä

## Game Developer

Studying for a bachelor's degree at JAMK, with a focus on game programming. Released one game on steam "Ok I Pull Up" as apart of my studies with a team of students: where I was the sole programmer and "GIT guy".



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## SKILLS

C#

Unity

Git

Github

Zenhub

SCRUM

## LANGUAGES

English

Full Professional Proficiency

Finnish

Full Professional Proficiency

Swedish

Native or Bilingual Proficiency

## INTERESTS

Netcode

Software Architecture

Gaming

Mental Health

Self-development

Psychology

Team dynamics

## EDUCATION

### Undergraduate degree in Information and communications technology

Axxell

08/2015 - 06/2018

Tammisaari

### Bachelor's Degree Programme in Business Information Technology Jamk University of Applied Sciences

08/2020 - Present

Jyväskylä

Courses

▫ Ticorporate 2022

▫ Bachelor's thesis: Online identity in VRChat

## WORK EXPERIENCE

### Game Programmer

Ticorporate 2022

08/2022 - 12/2022

## CERTIFICATES

GameDevTV Complete C# Unity Game Developer 3D Online Course (08/2021)

GameDevTV Complete C# Unity Game Developer 2D Online Course (02/2021)

GameDevTV Get Git Smart Course: Learn Git in Unity, SourceTree, GitHub (02/2018)

GameDevTV Unity RPG Core Combat Creator: Learn Intermediate C# Coding (08/2021)

GameDevTV Unity RPG Inventory Systems: Intermediate C# Game Coding Course (08/2021)

## ACHIEVEMENTS

Ok I Pull Up - Game released on Steam (08/2022 - 12/2022)

Full game released on Steam as apart of Ticorporate 2022