



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".



jerryjarvela@outlook.com



+358 44 311 1711



Kyllikinkatu 5, Jyväskylä,
Finland



linkedin.com/in/jerryjarvela



github.com/jerryjarvela

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

Bachelor's thesis: Online identity in VRChat (01/2023 - 06/2023)

My written bachelor's thesis, 30 pages