

# Essi Jukkala



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I have a M.Sc. (Tech) degree from Aalto University, where my major was Game Design and Production. Currently I am employed at Wondershop, working as a lead game developer, creating games that connect community with physical and digital play using a custom game controller.



## CURRENT

### Lead Game Developer Wondershop Oy

Game and backend development, managing game architecture and systems.



### Mathematics bachelor student Helsinki University

Major: Mathematics

Completed credits: 191/180 ECTS

## PAST

02/2018–10/2020

### Game Programmer Shipyard Games Oy

Game programming and development for location based games.

08/2017–02/2018

### Unity Developer Playmore Games Inc.

Developing tools and programming logic for Dized and Dized tutorials.

See LinkedIn for more!

06/2015–04/2020

### Master of Science in Technology Aalto University School of Science

Major: Game Design and Production

Completed credits: 120/120 ECTS

09/2013–06/2015

### Bachelor of Science Aalto University School of Science

Major: Computer Science

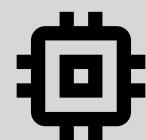
Minor: Cognitive Science (University of Helsinki)

Completed credits: 180/180 ECTS



## SKILLS

Finnish	Native
English	Excellent
Swedish	Elementary
Spanish	Elementary



Programming
C#, C/C++, JavaScript, Clojure, Swift, Git
Programs

XCode, Unity, VSCode

## VOLUNTEERING

2023–2024 President at We in Games ry

2020–2022 Secretary at We In Games ry

2018 Chair of the Council at Guild of Electrical Engineering

2016 Vice-chair of the Board at Guild of Electrical Engineering

2016 Secretary at Guild of Electrical Engineering & Sähköklubi

2015 Master of Ceremonies at Guild of Electrical Engineering

2014, 2015, 2016 & 2017 Guild official at Guild for Computer Science

2013, 2014, 2017, 2019 Guild official at Guild of Electrical Engineering