

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 the real world with the digital one and makes an impact.



CURRENT



Lead Game Developer

Wondershop Oy

Game programming and development for impact-driven games.

Mathematics student

Helsinki University

Major: Mathematics

Completed credits: 27/180 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

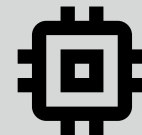
Major: Computer Science

Minor: Cognitive Science (University of Helsinki)

Completed credits: 180/180 ECTS



SKILLS



Finnish Native
English Excellent
Swedish Elementary
Spanish Elementary

Programming
C#, Swift, C/C++, Git, Bash
Programs
XCode, Unity, VSCode

VOLUNTEERING

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
2018 Chair of the Council at Guild of Electrical Engineering
2020–2021 Secretary at We In Games ry