

Essi Jukkala



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I am doing my Master's thesis in Aalto University, where my major is Game Design and Production. Currently I am employed at Shipyard Games, working as a game programmer, doing location-based games. Programming combined with games is my main thing, but I would like to do and learn other things too!



CURRENT



Game Programmer

Shipyard Games Oy

Game programming and development
for location based games.

Master's student

Aalto University School of Science

Major: Game Design and Production
Completed credits: 90/120 ECTS

PAST

08/2017-02/2018

Unity Developer

Playmore Games Inc.

Developing tools and programming logic
for Dized and Dized tutorials.

05/2015-07/2017

Course Head Assistant / Research assistant

Aalto University School of Electrical Engineering

Designing course content for C and C++ courses
and implementing the programming exercises.

See LinkedIn for more!

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

09/2012-08/2013

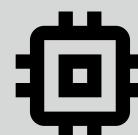
1st year engineering student

Aalto University School of Electrical Engineering

Major: Electrical Engineering



SKILLS



Finnish	Native
English	Excellent
Swedish	Elementary
Spanish	Elementary

Programming
Swift, C#, C/C++, Git, Bash, Linux
Programs
XCode, Unity, Photoshop, Illustrator

VOLUNTEERING

- 2016** Vice-chair of the Board at Guild of Electrical Engineering
- 2016** Secretary at Guild of Electrical Engineering
- 2016** Secretary at Sähköklubi ry
- 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