Essi Jukkala

Curriculum vitae

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Education

09/2015— **2nd year Master's student**, Aalto University School of Science and School of Arts.

Major: Game Design and Production Completed credits: 64/120 ECTS

09/2013- Bachelor of Science, Aalto University School of Science.

06/2015 Major: Computer Science, Minor: Cognitive Science (University of Helsinki)

Completed credits: 180/180 ECTS

09/2012- 1st year engineering student, Aalto University School of Electrical Engineering.

08/2013 Major: Electrical Engineering

Bachelor thesis

2015 Survey on HDR tone mapping algorithms

Supervisors Ari Silvennoinen, Markus Kettunen

Experience

05/2015 - Course Head Assistant, Aalto University School of Electrical Engineering.

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

exercises.

01/2017 - Course Head Assistant, Aalto University School of Science.

05/2017 Managing and teaching the Laboratory works in Networking and Security course.

09/2015 - **Study advisor**, Aalto University School of Science.

05/2016 Assisting in matters of the Bachelor's Programme in Science and Technology and practical

guidance in bachelor's studies.

01/2015- Course assistant, Aalto University School of Science.

05/2016 Producing exercises and assisting students for courses Computer Networks (CSE-C2400)

and Laboratory Works in Networking and Security (T-110.5102).

06/2014 Course assistant, Aalto University School of Electrical Engineering.

05/2015 Assisting students with programming exercises for course C programming (ELEC-A7100).

06/2014- Research assistant, Aalto University School of Electrical Engineering.

08/2014 Updating the Department of Radio Science and Engineering's internet and intranet pages.

Computer skills

Programming C, C++, C#, Git, Bash, Linux, Python, JavaScript, PostreSQL

Programs Unity3D, Visual Studio, Microsoft Office, Photoshop, Illustrator, InDesign

Languages

Finnish Native profiency

English Professional working profiency

Swedish **Elementary profiency**

Spanish **Elementary profiency**

Relevant courses

Course	Credits	Grade
Basic Course in C programming	5	5
C++ Programming	5	5
Computer Graphics $(C++)$	5	5
Programming Parallel Computers $(C++)$	5	5
Game Design	5	4
Game Analysis	5	4
Software Project 1 & Software Project 2	10	4
Basics of Programming (Python)	5	5
Tools of Digital Media (HTML, CSS, Javascript)	3	4
Basics of Digital Expression (Photoshop, Illustrator, InDesign)	8	4
Programming 1 (Scala)	5	3
Data Structures and Algorithms	5	3
3D animation (Maya)	10	passed
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	5	ongoing
Game Project (C#)	5-15	ongoing

Other information

Vice-chairman of the Board at Guild of Electrical Engineering	2016
Secretary at Guild of Electrical Engineering	2016
Secretary at Sähköklubi ry	2016
Student representative at Aalto CCIS Programme Committee	
Master of Ceremonies at Guild of Electrical Engineering 2015	
Guild official at Guild for Computer Science 2014, 2015, 201	16 & 2017
Guild official at Guild of Electrical Engineering 2013, 201	14 & 2017