

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 Playmore Games, but I'm always open for new adventures. Programming combined with games is my main thing, but I would like to do and learn other things too!



CURRENT

Unity Developer
Playmore Games Inc.
Developing tools and programming logic
for Dized and Dized tutorials.



3rd year Master's student
Aalto University School of Science
Major: Game Design and Production
Completed credits: 90/120 ECTS

PAST

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.

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

01/2017–05/2017
Course Head Assistant
Aalto University School of Science
Managing and teaching the Laboratory works in
Networking and Security course.

09/2012–08/2013
1st year engineering student
Aalto University School of Electrical Engineering
Major: Electrical Engineering

See LinkedIn for more!



SKILLS

Finnish Native
English Excellent
Swedish Elementary
Spanish Elementary

Programming
C#, C/C++, Git, Bash, Linux, Python
Programs
Unity, Visual Studio, Photoshop, Illustrator

VOLUNTEERING

- 2016** 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
- 2015** Master of Ceremonies at Guild of Electrical Engineering
- 2014, 2015, 2016 & 2017** Guild official at Guild for Computer Science
- 2013, 2014 & 2017** Guild official at Guild of Electrical Engineering