

# 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

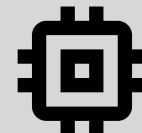
#### 1st year engineering student

#### Aalto University School of Electrical Engineering

Major: Electrical Engineering



## SKILLS



Finnish Native  
English Excellent  
Swedish Elementary  
Spanish Elementary

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

## 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