Resume Joakim Linna

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Contact Information

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Specialization

Game Engines: Unity and Unreal
Languages: C# and C++
Roles: Engine/Tools

Education

- [2014 – 2017] High school education in Technology Science at Nynäshamns Gymnasium

- [2017 – 2018] High school engineering degree in web development at Östra Gymnasiet

- [2018 – 2021] University degree in game development at Stockholm University

- [2023 – Current] Vocational education in game programming at Futuregames Malmö

Experience

- [2015] – Website app development at Svenska Freds in Stockholm

  ◦ Practical studies, Interactive webapp teaching visitors about Swedish gun trade

- [2016 – Today] - 20+ games/experiences produced either solo or as part of a team (of which 12 are publicly available).

  ◦ Most games were made in Unity, with one currently in progress in Unreal. Git was used for VCS in all but the current one (using Perforce).

- [2020] – Digital experience development at Tekniska Museet in Stockholm

  ◦ Practical studies, working with a customer to fill requests about the product.

- [2021] – Virtual experience development as part of master studies

  ◦ Digital pet simulator in VR with a physical fox analogue containing "petting" sensors

- [2023] – Technical Marketing at Yahaha Studios

  ◦ Production of games and demos in the Yahaha Platform

  ◦ Conference visits including booth-work and talks

  ◦ Community management

Tools

Programming languages

- Confident – C#/C++, Javascript/Html/CSS

- Somewhat confident – Rust, C, Python, Lua, SQL

Apps

- Confident – Photoshop, Audacity, Office Suite, Jira, Git, Perforce, Unity, Unreal

- Somewhat confident – Godot, Blender