

Kalle Rustholkarhu

Programmer | C++ | Unreal Engine

📞 [REDACTED] @ [REDACTED]
🔗 www.linkedin.com/in/kalle-rustholkarhu 🗺 [REDACTED]



SUMMARY

With 3 years of experience in professional game development, I've acquired skills in C++, Unreal Engine and multiplatform game development. My biggest achievement was shipping a game on PC and console platforms as the Lead Programmer of a core team of three programmers as part of a larger development team of 15.

I'm eager to bring my acquired expertise and passion for further learning to the service of a dynamic team. I enjoy working closely with colleagues at the office. Furthermore, I consider onsite work as a collective driver of motivation and a boon for peer synergy.

Interested in programming game-related systems. Budding an interest in UI programming plus the corresponding UI tech art. Accustomed to wearing many hats in a project as necessary, but prefer working with focused areas of responsibility.

EXPERIENCE

Lead Programmer

2021 - 2024

Still Running

Helsinki, Finland

Shipped a company first 3D and Unreal Engine game Morbid: The Lords of Ire

- Vast amounts of gameplay, systems and localized UI programming
- Source built and setup UE4 with up to date SDKs and plug-ins for the project
- Recruited talented C++ programmers and empowered each with skill suitable work
- Planned and calibrated coding team deadlines and targets with Design and PM
- Performance and platform optimization for a wide performance range of hardware
- Polished and shipped the project working closely with external and internal QA

🔗 <https://www.mergegames.com/games/morbid-the-lords-of-ire/>

EDUCATION

Coding school

2019 - 2021

Hive Helsinki

Helsinki, Finland

- Studied at Hive Helsinki, an onsite 42 Network coding school funded by Supercell
- 10 000 applicants of which just 300 accepted for 1 month preliminary examination
- Passed preliminary month with a top 5 final exam score and was enrolled in
- Maintained position within top 5 of public student leaderboards during studies
- Mandatory fundamental C studies, optional 2D, faux-3D graphics and UI projects
- Dropped out to professional life in 2021 after a pandemic school closure

STRENGTHS

☆ Responsibility

Consistency and dedication towards building and communication within a project, considering quality and robustness as the main objectives

☛ Team Work and Growth

Led a core team of 3 programmers, resulting in a shipped project and a strong professional basis for each talented junior programmer

☆ Adaptability

Pivoted tech in transitioning input and camera systems from a fixed camera, top down 3D project to a free camera third person 3D mid-project due to design vision changes

LANGUAGES

Finnish	Native	★★★★★
English	Proficient	★★★★★
Swedish	Intermediate	★★★★★

SKILLS

C++ · Unreal Engine · UE DevOps ·
Blueprints · UMG · Team Leadership

KEY ACHIEVEMENTS

🏆 Morbid: The Lords of Ire

Shipped a company first 3D game for Steam and on all major previous and current generation console gaming platforms

🏆 Enrolled in a top coding school

Entered and maintained top 5 scores in a grade cohort of 180 students out of 10 000 applicants