Mitja Immonen

Multimedia Developer

Helsinki, Finland

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Finnish, English

Experience

Virtual Reality Developer • Upknowledge

01/2020 - Present, Full time

Programming modular VR training solutions in an Agile environment.
Using the latest Unity technologies, ECS, Jobs, Burst, HDRP, UI Toolkit.

Virtual Reality Developer • Blind Spot VR Gallery 2019

11/2018 - 04/2019, Freelance

Main programmer, overseeing the technical development process of a
virtual art gallery. Used Unity and VRTK.

Video Producer, Graphic Designer • Esedu

09/2015 - 07/2016, Full time

Worked in marketing team; visual design, photography, social media
materials, videos for teaching and marketing.

Animator, Graphic Designer • Aalto Oy

01/2014 - 03/2016, Part time
10/2013 - 01/2014, Intern

Animations, vector illustrations, graphic design, drawing, coffee brewing.

Graphic Designer • Mikkelin Olkkari

06/2014 - 07/2014, Summer contract

Designed billboard advertisements and a leaflet.

Education

Tampere University of Applied Sciences

Bachelor of Media and Arts

08/2016 - 12/2020, Tampere

Game Design & Development, VR Development, Web Design, UX
Design, Sound Design, Film Production, Graphic Design, Scriptwriting

South-Savo Vocational College

Media Assistant, Undergraduate (dual qualification)

08/2012 - 05/2015, Mikkeli

TV and Film Production, Graphic Design, Color Theory, Animation,
Adobe CC Software and other media tools.

Projects

I have been working with Virtual Reality under NDA for 3 years, please request a sample of proficiency if you are looking for something specific!

Game Developer (solo) • Mom Simulator
09/2022
- Local multiplayer for up to 8 players made with Godot
- Target audience >50yr non-gamers, non tech people
- Showcases the ability to make unfamiliar technology fun for those with prejudices towards tech and games.

Game Programmer, Sound Designer • Rascals Games
06/2018 - 08/2018
- Published four student PC games on Itch.io.
- Attended and published additional two Game Jam games
- Programmed gameplay, dynamic audio, visual effects
- Showcases collaboration and coordination skills

Game Artist, Game Programmer • Abysmal Lair
08/2017 - 12/2017
- Tilemap art, level design, gameplay mechanics

Skills
Self-evaluation

Industry knowledge:

Unity	●●●●●
Git	●●●●○
Godot	●●●○○
Fmod	●●●○○
Blender	●○○○○

Adobe CC	●●●●○
– Photoshop	●●●●●
– Flash/Animate	●●●●●
– Illustrator	●●●●○
– Premiere	●●●○○

Drawing	●●●●○
Sound design	●●○○○
3D Modeling	●●○○○

Programming Languages:

C#	●●●●○
GDScript	●●●○○
JavaScript	●●○○○
Rust	●○○○○
C++	●○○○○

Interpersonal:

Considerate & polite
Adaptable
Respectful
Calm & Logical

Credentials & Awards

GAIA Recognition of Proficiency, 09/2019
In recognition of exceptional academic proficiency and citizenship.

Peliluotsi-koulutus, 09/2015
Training related to the problems in gambling and digital gaming.