OLLI–PEKKA NIKKA

SOFTWARE ENGINEER
UE DEVELOPER

Passionate problem solver with a deep-seated love for technology and its transformative potential. Broad knowledge base across various fields, including Spatial Computing, 3D-modeling, Unreal Engine, Robotics, and WebGL.

TECHNOLOGIES

- ThreeJS
- Unreal Engine
- TypeScript, Python
- Blender
- Spatial Computing

EDUCATION

Full Stack Web Bootcamp
OSAO 9/2020-11/2020

Entrepreneurial Studies
OAMK 2018-2019

EXPERIENCES

Software Engineer / XR Developer

ZOAN | 8/2023 - present

- At Zoan, I meld web development with game creation, crafting engaging 3D experiences. My expertise lies in 3D web app development using TypeScript and Three.js, and creating immersive games with Unreal Engine 5. I specialize in integrating high-end 3D content into web browsers through Unreal Engine's Pixel Streaming. My role involves 3D modeling, project management, and pushing the boundaries of digital experiences. My focus is on innovation, aesthetics, and seamless user experiences.

Software Engineer

Probot Oy | 4/2021 - 8/2023

- As a Software and XR Developer at Probot Oy, I was involved in a wide array of tasks that span across software development, XR applications, and robotics. My role was a blend of design, development, and mentorship, where I got to apply my skills and passion for technology to create innovative solutions and share my knowledge with others.

CONTACT

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