

# Panu Kangas

## Game Developer



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📍 Helsinki, Finland

🔗 Portfolio with gameplay videos:  
<https://panugames.com>

🌐 LinkedIn

## TECHNICAL SKILLS

### Languages

C, C++, Python, JavaScript, TypeScript,  
HTML, CSS (Tailwind)

### Game Engines / Frameworks / Libraries

Godot, CppUTest, React, Node.js

### Databases

SQL, MongoDB

### Tools & DevOps

Git & GitHub, Docker, Jenkins, VSCode

## EDUCATION

### Hive Helsinki | Software Development

Oct 2023 – May 2025

- Peer-to-peer learning with hands-on assignments.
- Building projects with C/C++ and full stack technologies.
- Collaborated on team projects learning code reviewing and quality assurance.

### Lahti University of Applied Sciences | Musical theatre

Aug 2012 – May 2016

- Actor training with a focus on musical theatre.
- Developed creativity, pressure tolerance, and teamwork skills.

## LANGUAGES

Finnish, English, Swedish

## PROFILE

I'm a game developer from Hive Helsinki with a **strong foundation in C/C++** and growing **experience in modern game engines**. Beyond technical skills, I bring **creativity, communication, and leadership** to every project — qualities solidified by a decade in musical theatre and **six years leading my own theatre ensemble**. As a lifelong gamer, I have a **deep understanding of different styles of game design** and a never ending love towards the industry. I'm soon about to **complete an internship at Nokia**, so I'm ready to apply my passion, technical skills, and creativity to building awesome game experiences.

## SAMPLE GAME PROJECTS

### The Maze

Tech stack: C + MLX42 image handling library

- A Wolfenstein 3D-inspired game done in a team of two.
- Runs on a custom-build game engine written in C.
- My main responsibilities included implementing the ray casting algorithm, enemy AI, door mechanics, and minimap.

### Vampires!

Tech stack: C++ & SFML

- A solo 2D game project about surviving swarms of vampires.
- Main features include efficient game state handling, balanced level design, multiple enemy types and player ability handling.
- The project also focuses on clean and scalable code architecture.

### The Lab Incident

Tech stack: Godot

- A 2D game created as part of the Finnish Game Jam 2025.
- Created in a team of four developers in only 48 hours.
- You can play the game [here](#).
- My main responsibilities included implementing the core game mechanics, like collision detection, main character movement, and game state tracking.

## WORK EXPERIENCE

### Nokia | Software Engineering Trainee

Jun 2025 – Present

- Refactored and maintained Nokia's large Layer 1 C++ codebase.
- Developed Python-based test environments to improve automated testing in 5G products.
- **Reference:** Chris Boyd, Line Manager - [chris.boyd@nokia.com](mailto:chris.boyd@nokia.com)

### Musiikkiteatteri NYT ry | Co-founder & manager

2016 – 2022

- Managed budgeting, communications, HR, sponsorship outreach, marketing, and led creative processes.
- Produced five full-length theatre pieces, with teams up to 15 people under my leadership.

### Freelancer | Actor, voice talent & producer

2014 – Present

- A long and successful career doing musical roles, narrating audiobooks and dubbing animated cartoons.