

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 game engines**. Beyond technical skills, I combine **creativity, communication, and leadership** in my work — qualities shaped 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**. I enjoy story-driven experiences like *The Last of Us* and *The Witcher 3*, but also clever multiplayer games like *Clash Royale*. I'm just **finishing an internship at Nokia** and ready to move into the game industry, where I can apply my passion, technical skills, and creativity for building awesome experiences.

📁 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 [🔗](#)

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.