

Panu Kangas

Software Developer

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PROFILE

I'm a highly motivated software developer from Hive Helsinki Coding School, with **strong coding skills in C/C++**, basic knowledge of **Python**, and **experience with game engines**. Hive's unique peer-to-peer pedagogy has also provided me with **competency in collaborative coding and code reviews**.

I'm a career changer with **10 years of experience** in the musical theatre industry, both as an actor and a manager. Through my previous occupation, I've gained **excellent communication and teamwork skills**, resilience, pressure tolerance, and a creative problem-solving mindset. **I've also co-founded a successful musical theatre ensemble**, which I led and managed for 6 years. My leadership experience has equipped me with **strong self-organizational skills and a passion for continuous learning**.

This drive to evolve is what fuels my transition into the IT industry, and **I'm now eager to find long-term opportunities** where I can continue to grow and advance as a software developer.

SKILLS

Coding languages

| C/C++ | Python | Bash |

Developer tools

| Git & GitHub | Game engines (Godot) |
| VSCode | Linux |

Spoken languages

| Finnish | English | Swedish |

Other relevant skills

| Code review | Code documentation |
| Excellent communication skills |
| Leadership | Self-organization |

PROJECTS

Cub3D [↗](#)

Tech stack: C & MLX42 library

- A 3D game project inspired by the classic game *Wolfenstein 3D*.
- Team project (two developers)
- The game allows players to navigate through a 3D maze, interact with enemies, and find exits.
- In addition to C, the program utilizes a simple image handling library (MLX42 [↗](#))
- I was responsible for implementing the ray casting algorithm, enemy AI, door mechanics, and minimap.

Gravity Changer [↗](#)

Tech stack: C++ & SFML library

- A 2D platformer game with a fun gravity-changing mechanic.
- Personal solo project.
- In addition to C++, the program utilizes the SFML library [↗](#)

The Lab Incident (Finnish Game Jam 2025) [↗](#)

Tech stack: Godot

- A 2D game where the player's goal is to send invading monsters back through a portal.
- This project was made in two days during Finnish Game Jam 2025 by a team of 4 developers.
- I was responsible for character-related features: movement, bubble handling, collisions, end condition tracking, etc.
- This was my first Godot project ever, so it also demonstrates how quickly I can learn new technologies.

EDUCATION

Hive Helsinki

Oct 2023 – Apr 2025

Software development

- Peer-to-peer learning with hands-on projects.
- Coding in C/C++ within Linux environment.
- Project themes range from game development to low-level system functionality.
- Collaborated on multiple team projects.

Lahti University of Applied Sciences

Aug 2012 – May 2016

Musical theatre

- Actor training with a focus on musical theatre.
- Completed courses in creative writing, public speaking, and entrepreneurship.
- Developed creativity, pressure tolerance, and teamwork skills.

WORK EXPERIENCE

Musiikkiteatteri NYT ry

2016 – 2022

Co-founder & manager

- Musiikkiteatteri NYT is a theatre ensemble specializing in new musical theatre.
- My responsibilities included budgeting, communications, HR, marketing and leading creative processes.
- NYT ry produced five full-length theatre pieces under my leadership. The largest had a budget of over 50 000 €, with 15 staff members.

Freelancer

2014 – present

Actor, voice talent & producer

- Performed in over 20 musicals.
- Produced 8 theatre productions.
- Narrated over 100 audiobooks.
- Dubbed hundreds of animation characters.