Panu Kangas

Game Developer

- ✉ kangas.panu@gmail.com
- ☎ +358400861961
- 📍 Helsinki, Finland
- 🔗 Portfolio with gameplay videos: https://panugames.com
- in 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 ⬈

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.