RFSUMF

Personal information

Name: Petri Majamäki

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I am a young game developer that just finished my conscript time and am currently looking for my dream job, where I get to work on programming some of the best games there will be.

Skills

• Programming languages: C#, Java, HTML, C++, JavaScript, PHP, SQL

- Frameworks/Engines/platforms: Unity3D, Unreal Engine, LibGDX, Box2D, xCode, Android Studio
- Projectwork: Git, SVN, Bazaar, Agile projects, SCRUM, Kanban, Trello, JIRA
- Software: Most of Adobe suite, Blender, Sculpris, whole Office suite, GIMP

Education

- 2012-2015 Tampere University of Applied Sciences Information technologies, software development
- 2009-2012 Sedu Seinäjoki, koulukatu, Datanomi, Information and Communications Technology
 - Windows and Linux server installation and configuration

Work experience

- 2015-present day Exerium/Suomen kuntoutusväline Oy. Part time software developer. Mainly Unity development of a part of a larger whole that is still unreleased.
- 2014-2014 Kyy Games. A summer trainee position. Development of a new mobile title, porting a mobile game to desktop and testing.