

# Severi Pietikäinen

Helsinki, Finland

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## SUMMARY

I am a fourth-year engineering student in the field of information and communication technology from Helsinki. I am an software developer specializing particularly in game applications. I have been involved in many software and game development projects, where I have worked on both the frontend and backend aspects. I excel in teamwork and am also capable of working independently.

## SKILLS

C++, C#, JavaScript, Unity, Unreal Engine 5, HTML, CSS, SQL

## WORK EXPERIENCE

<b>UnderDog Playhouse</b> Intern	<b>tammi 2025 - Present</b> <i>Helsinki</i>
<b>Eezy Henkilöstöpalvelut</b> Salesperson	<b>marras 2019 - Present</b> <i>Helsinki</i>

## PROJECTS

<b>WalkTheDogOnPaper</b> Developer	<b>elo 2024 - Present</b> <i>Helsinki</i>
• Part-time developer for the mobile game Walk the Dog on Paper. I worked on general game systems, architecture, and testing.	
<b>Scales of Ather</b> Developer	<b>elo 2024 - tammi 2025</b> <i>Helsinki</i>
• Developer in a project creating a 3D adventure, platformer game. I worked on general character movement, level design and audio.	
<b>Helpotus Lähelläsi</b> Developer	<b>elo 2022 - tammi 2023</b> <i>Helsinki</i>
• An web application to locate the nearest toilet. The project was done using JavaScript, HTML and CSS and I worked implementing API's and building the website.	
<b>Under the Veil of Darkness</b> Developer	<b>maalis 2025 - maalisk 2025</b> <i>Helsinki</i>
• An FPS shooter utilizing a custom skill preset system for different play styles. Project was created using Unity and C# where i worked on level design and implementing the preset system.	

## EDUCATION

<b>Metropolia University of Applied Sciences</b> Engineer	<b>elo 2021 - heinä 2025</b>
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