

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 a 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

UnderDog Playhouse
Intern

tammi 2025 – Present
Helsinki

Eezy Henkilöstöpalvelut
Salesperson

marras 2019 – Present
Helsinki

PROJECTS

WalkTheDogOnPaper
Developer

elo 2024 – Present
Helsinki

- Part-time developer for the mobile game Walk the Dog on Paper. I worked on general game systems, architecture, and testing.

Scales of Aether
Developer

elo 2024 - tammi 2025
Helsinki

- Developer in a project creating a 3D adventure, platformer game. I worked on general character movement, level design and audio.

Helpotus Lähelläsi
Developer

elo 2022 - tammi 2023
Helsinki

- 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.

Under the Veil of Darkness
Developer

maalis 2025 - maalisk 2025
Helsinki

- 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

Metropolia University of Applied Sciences
Engineer

elo 2021 - heinä 2025