Timo Kujansuu

Front-end developer

SUMMARY

Junior web developer with a background in concept art and 3D in video games. Experience with project-based as well as office-related work. Proficient with HTML, CSS, JavaScript and React with a focus on front-end development.

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Portfolio site Github

EMPLOYMENT HISTORY

Fishlabs GmbH, Hamburg — Senior concept artist

October 2018 - November 2023

- Sped up asset and level creation production by providing 3d blockouts and textures in addition to concept designs.
- Produced animated storyboards for cutscenes and cinematics to help production.

Crytek GmbH, Frankfurt — Concept artist, Marketing artist

July 2007 - September 2017

- Helped new projects by providing initial visual exploration.
- Provided assistance to the marketing team whenever marketing assets needed to be produced quickly.

Crytek GmbH, Frankfurt - 3d artist

July 2000 - June 2007

 Designed and built level assets as well as modular asset sets in collaboration with level designers to make production smoother.

EDUCATION

Careerfoundry Full-Stack Program

December 2024 - April 2025

 Completed project-based web development program that focused on HTML, CSS, JavaScript, React, Node/Express, MongoDb and other technologies.

SKILLS

HTML, CSS, JavaScript

React, Redux

Bootstrap

API with Node/Express

MongoDb, Mongoose

Firebase

OTHER SKILLS

Basic Git operations

Visual Studio Code

Postman

React Testing Library

Jest-Cucumber

Puppeteer

Photoshop

Blender

WEB DEVELOPMENT PROJECTS

Movie Database

 Created a full-stack React app for viewing movie information and trailers with a MongoDb database, Node/Express API and Redux.

Meet App

 Created an app for searching and scheduling events using serverless functions, OAuth2, and test-driven development practices.

Link to my portfolio for details on all projects

LANGUAGES

English (fluent)

German (intermediate)

Finnish (native)