

# MIKKO PELTOLA | GAME PROGRAMMER

- › **Status:** BBA in Game Development, Game Programmer
- › **Practices:** Pair Programming, Trunk Based Development, Automated Testing, Continuous Integration, Model-View-Presenter Pattern, Git Flow
- › **Languages:** C#, C++, Rust, LaTeX
- › **Software:** Rider, TeamCity, Visual Studio, Sublime Text, Git, Jira, Confluence
- › **Engines, etc:** Unity, Metaplay, VContainer, UniTask, FMOD Studio, Unreal Engine 4, Godot



## »»» Experience

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|---|--|-------------------|
| 2022 - 2025   | <b>Game Programmer</b>   | Dodreams          |
| <ul style="list-style-type: none"><li>› Worked on Drive Ahead! Carcade for 1.5 years and 2 years on Drive Ahead!</li><li>› Heavily involved in adopting modern software practices into the team, including Pair Programming, Trunk Based Development and Automated Testing.</li><li>› Responsibilities: Feature and LiveOps tools development, build pipeline management.</li></ul> |  |                   |
| 2020  | <b>C# / Unity Developer - Internship</b>                           | CSE Entertainment |
| <ul style="list-style-type: none"><li>› Worked on runBEAT, a Unity game played with a motorless treadmill</li><li>› Implemented a Cooper test game mode, refactored systems for easier maintenance</li></ul>  |  |                   |
| 2018 & 2019   | <b>Game Development Summer Course Teacher</b>                      | KUAS              |
| <ul style="list-style-type: none"><li>› Held two separate one week intensive course on game development with Unity, with the goal of students making a small finished game.</li><li>› Course consisted of 2 days of lecturing, and 3 days of independent development in self organized teams.</li></ul>   |  |                   |
| 2016  | <b>2D Mobile game developer, programmer, designer - Internship</b> | BelleGames OY     |
| <ul style="list-style-type: none"><li>› Worked on Bob and Kuura: Lost in Snowglobe. Made with Unity</li></ul>   |  |                   |
| 2015  | <b>Web Developer - Internship</b>                                  | FINPEC            |
| <ul style="list-style-type: none"><li>› Introductory position to HTML, CSS and JavaScript</li></ul>   |  |                   |

## »»» Education

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|--|---|------------------|
| 2017 - 2021  | <b>Bachelor's Degree in Business Information Technology</b> | KUAS             |
| <ul style="list-style-type: none"><li>› Released Frog Out! (2018, Steam) and Dashbot Ninja (2019, Steam &amp; Google Play)</li><li>› Thesis: Replicating Source Engine Air Strafing in Unity</li></ul> |   |                  |
| 2013 -2016   | <b>Information and Communications Technology</b>            | OSAO Kaukovainio |
| <ul style="list-style-type: none"><li>› Game Development Datanomi</li></ul>  |   |                  |