

Antti Pohjanen

- > Programming
- > Game Design

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PROFILE

Master's Graduate from the University of Jyväskylä with experience in **game and software design**. Proficient with **programming in C#** and the **Unity platform**. Adept in solving problems of the computer-kind, software and hardware alike.

Highly interested in video games, visual media, programming and the entertainment industry, along with working out and living a healthy life.

WORK EXPERIENCE

12/2018 – 12/2019

Superplus Games

Game programmer

- > **Gameplay & networking** programming in two different mobile game projects using Unity, C# and Photon2.
- > Solo programmer & gameplay designer on a published hypercasual F2P dodging game (Google Play & App Store: **Tap and Spin** by Superplus Games).
- > **Analytics** implementation using Adjust, AppsFlyer, GameAnalytics and Firebase
- > **Monetization** design & implementation using Unity Ads and Unity IAP.
- > Creating **flexible systems** to be used in building different characters & abilities for a multiplayer arena brawler game.
- > Handling daily work using **Jira** & communication through **Slack**.
- > **Keywords:** C#, Unity, Programming, Game Design, Networking, Analytics, Hypercasual, Publishing, Adjust, AppsFlyer, GameAnalytics, Firebase, Photon2, Jira, Slack

7/2015 – 1/2017

Endless Tea Studios

Lead Game Designer

- > Lead a **team** of 6 people in planning and creating a mobile game.
- > Lead **design** and **development** of a now published F2P Android mobile game (Google Play Store: **Gravitoid**).
- > Coded **gameplay** elements in C# and JavaScript for a physics-heavy puzzle game.
- > Designed and created a recognizable **visual outlook** for a mobile game.
- > Networking & **managing** daily tasks through agile workflow & scrum.
- > **Keywords:** C#, Unity, Programming, Game Design, Management, Publishing

11/2013 – 1/2014

Casambi Technologies Oy

Customer Support Engineer

- > Customer service and **problem solving** related to customers' application use.
- > **Testing** and usability development of a mobile smart LED lights application.
- > Further **developing** a Javascript/HTML web framework used in receiving customer feedback.
- > **Keywords:** Customer support, Usability testing, HTML

02/2011 – 12/2012

Kaaderi Oy / OP-Palvelut Oy

Consultant / Trainee

- > **Improvement** and maintenance of OP-Pohjola's Omaisuusvakuutus (Oiva) framework for company-wide use.
- > **GUI-development** using tools from the CA Gen-family.
- > **Maintenance** and situation reporting of a DB2-database.
- > **Keywords:** CA Gen, DB2, SQL

EDUCATION

9/2014 – 7/2018

University of Jyväskylä

Master's Degree in Games and Gamification

- > University level ICT studies with focus on Games and Gamification.
- > Courses in coding (C#, Java, Haskell), algorithms and operations, math, game design and research.
- > Master's Thesis on "Ways of fighting toxic behavior in competitive multiplayer videogames".

9/2010 – 6/2013

Laurea Leppävaara

Bachelor's Degree in Business and Administration

- > Courses in Java web development (Vaadin), application & network security, business management.
- > A commendable thesis on content management systems (Drupal & Joomla)