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SUMMARY

Software developer with 12 years of experience. Expertise in building cross-platform applications and servers. Proven expertise in the Mobile Gaming industry, including a multiplayer games which handled over 10M users accounts.

PROJECTS

ReplyPal | January 2023 - Present

- I successfully developed an browser extension that gained 1000 users within one week.
- Utilizing my expertise in prompt engineering, I used JavaScript to integrate ChatGPT API.
- Additionally, reverse engineering allowed me to integrate AI technology into various platforms such as Facebook and WhatsApp.

EXPERIENCE

Owner, Game developer | Brutal Strike | January 2018 - Present

- Created a cross-platform game with over 1M downloads with over 1000 CCU and managed Server security, anti-cheat, encryption, performance monitoring, and remote debugging.
- Developed an account server with asp.net, C#, and MongoDB that handled over 2M user accounts, load balancing, backups, CMS, and money transactions, that allowed users to create their in-game shop and sell virtual items.
- Led a remote team of 15 testers and 3 developers to create new features, fixed critical bugs, and managed all aspects of product design, community development, and social media marketing.

Software Developer | Delta Cygni Labs | January 2016 - Present

- Worked on the augmented reality app PointrIT, used in industries such as Kone and Valmet, and designed network protocol for synchronization of 3d scenes over the network.
- Patent contributor "METHODS AND SYSTEMS FOR ALIGNING MANIPULATIONS IN TIME AND SPACE".
- Android Native Development, notifications, calls, Front end app functionality.

Owner, Game developer | TrackRacing Online/TrackRacing Pursuit | May 2014 - December 2017

- Made 3 Realistic car destruction, multiplayer, level editor, voice chat, and account system. Games are on android, windows phone 8, IOS, and PC.
- Wrote game on c#/unity3d and server on PHP/Linux, configured a firewall with Cloudflare, and pentested server security with Nmap, and Burp Suite to find possible vulnerabilities like XSS, csrf.

Lead Programmer | Critical Force Entertainment Ltd | Kajaani | December 2011 - April 2014

- Created game using the unity3d engine, wrote account server on PHP and MySQL that run on a dedicated Windows 2003 server.
- The game uses photon cloud and writes chat on .NET sockets which run smoothly with over 10000 CCU. Now it has about 20 million downloads for the Android and web versions.
- Led a team of 3 people, a UX designer, an artist, and a server administrator.

Game Programmer, internship | Content Mine Outokumpu - Pelialan yrityshautomo | July 2010 - August 2011

- Olen ollut yrityshautomossa työssäoppimisjaksolla lähes vuoden toteuttamassa omia peliprojektejani ja osallistunut myös muiden hautomossa aloittaneiden yritysten projekteihin (2 kpl) ohjelmoijana. Olen auttanut myös hautomon laitteistojen asennuksessa ja käyttöönotossa.
- Created Critical Strike game that grew to over 10M downloads and continued to develop at Critical Force Entertainment Ltd.

SKILLS

Tools & Technologies: C#, Unity3D, ASP.NET, PHP, JavaScript, Node.js, Angular, MySQL, MongoDB, TypeScript, Linux/Windows System Administration, nmap, Burp Suite, WireShark, Selenium/Puppetter

Technical Skills: Backend Engineer, Security Engineer, Software Architect, Cross-platform apps

Industry Knowledge:

CERTIFICATIONS

Supervised Machine Learning: Regression and Classification | Stanford University | 2014