Miika Pelkonen | CV

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Software developer with analytical mindset and can-do attitude. Solid skills in C++, math and algorithms. Also professional musician with a strong educational background and a long career as a freelance pianist-composer-arranger.

Employment History

HK Instruments Ltd   **Muurame**
Software Engineer, full-time job   *February 2020–Current*

Developing embedded software for measuring devices.

Rovio Entertainment Ltd   **Espoo**
Game Developer, full-time job   *June 2019–December 2019*

Worked on Battle Bay in charge of the latest server side (C++) and client side (C#, Unity) development. In addition to programming, also responsible for various related tasks such as fine-tuning the build machine configurations and taking care of the release deployment process.

Veikkaus Ltd   **Helsinki**
Game Developer, full-time job   *September 2018–June 2019*

Worked as a generalist C++ game programmer in a linux environment. Ported four games for an upcoming slot machine. Also contributed gameplay code to Nokkapokka and Mystika.

Veikkaus Ltd   **Helsinki**
Associate Game Programmer, full-time job   *May 2018–August 2018*

Worked as a generalist C++ game programmer in a linux environment. Mainly responsible for porting games for an upcoming slot machine.

Several employers
Freelance pianist, composer, arranger   *2006–2017*

Played more than 500 concerts as a keyboard player, worked as a studio musician, arranged music for various groups and composed music for my own jazz piano trio. Collaborated with bands and musicians such as The Air Force Big Band, Sibis Big Band, Gospel Helsinki, Ninni Poijärvi and Tommi Kalenius just to name a few.

Protacon Solutions Ltd   **Jyväskylä**
Software developer Internship, full-time job   *June 2013–August 2013*

Worked as a web developer on a in-house software development project. Responsible for integrating two systems by using technologies such as REST, MySQL and PHP. Also participated in UI development.

The Jyväskylä Educational Consortium   **Jyväskylä**
Piano teacher, part-time job, two days a week   *August 2009–May 2010*

Teached keyboard accompaniment and improvisation by giving personal lessons.

Mikkeli Conservatory   **Mikkeli**
Piano teacher, part-time job, two days a week   *August 2007–May 2009*

Teached keyboard accompaniment and improvisation by giving personal lessons.

Education

○ **University of Helsinki**   **Helsinki**
  Bachelor of Science, Major: Math, Minor: Computer Science   *2017*

○ **Sibelius Academy**   **Helsinki**
  Bachelor of Music, Major: Jazz piano   *2013*

○ **Jyväskylä Educational Consortium / Conservatory**   **Jyväskylä**
  Musician, pianist   *2009*

○ **Voionmaa Highschool**   **Jyväskylä**
  Secondary school graduate   *2002*

Technical and personal skills

○ **Programming Languages**

  C/C++   ● ● ● ● ●
  C#   ● ● ● ● ○
  Python   ● ● ● ○ ○
  Javascript   ● ● ○ ○ ○

○ **Other tech (basic familiarity):**

  Unity3D, OpenGL/GLSL, SDL2, JSON, XML, CSS, HTML, REST, MySQL, PostgreSQL

○ **Languages:** Finnish (native), English (good)

Personal projects

○ **Mipe3D**

  A 3D rendering engine I have been working on my spare time lately. The engine has already all the core parts to make it easy to create a scene of renderable objects.

○ **Planet A18 & Tile2D**

  Programmed a 2D game engine and all its subsystems from scratch. Also made a game on top of the engine and got 4th place in Assembly 2018 game dev competion.

  More about my personal projects on my portfolio site: `http://mipelius.com`

Awards and nominations

○ Frozen Hedgehog Award for "Double Cooked", FGJ awards, Helsinki 2018

○ 3rd place in Pocket Jam #2 for "Plan Love from Outer Space", PG Connects, Helsinki 2017

○ Musician of the year, Ravintola Poppari, Jyväskylä 2007