



Miika Pelkonen | CV

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Game 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

- Veikkaus Ltd** **Helsinki**
Game Developer, full-time job *September 2018–Current*
Worked as a generalist C++ game programmer in a linux environment. Ported four games for an upcoming slot machine. Refactored the existing UI system to make it more generic and thus better suited for all the different slot machine platforms made by the company. Also worked on a soon to be released game.
- 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 *2006–2018*
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.
- Viharlaakso** **Jyväskylä**
Actor, entertainer *June 2005–August 2005*
Worked as an actor in an amusement park.

Education

- **University of Helsinki** **Helsinki**
2017
Bachelor of Science, Major: Math, Minor: Computer Science
- **Sibelius Academy** **Helsinki**
2013
Bachelor of Music, Major: Jazz piano
- **Jyväskylä Educational Consortium / Conservatory** **Jyväskylä**
2009
Musician, pianist
- **Voionmaa Highschool** **Jyväskylä**
2002
Secondary school graduate

Technical and personal skills

○ Programming Languages

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

○ Game engines

Unity3D ● ● ● ○ ○
Godot ● ● ○ ○ ○
Unreal Engine 4 ● ○ ○ ○ ○

○ Other commonly used tech

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

○ Tools

Blender, Gimp, Spine, TexturePacker, Audacity, Logic Pro X, Pro Tools, Sibelius, MS Office

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

Personal game projects

The following projects are covered in more detail on my portfolio site: <http://mipelius.com>

○ Planet A18 & Tile2D

Programmed a 2D game engine and a game on top of it. Made all the engine subsystems (physics, rendering, asset management, etc) from scratch by using low level technologies such as C++, SDL2 and OpenGL. Took part in Assembly 2018 game dev competition and got the 4th place.

○ Game jams

Constantly participating in game jams since summer 2017. Have learned a lot about various game genres, game engines and related tools.

Awards and nominations

- Frozen Hedgehog Award for title "Double Cooked", FGJ awards, Helsinki 2018
- Musician of the year, Ravintola Poppari, Jyväskylä 2007