**Visa-Valtteri Pimiä’s CV**

**CONTACT INFORMATION**

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**PROFILE**

I’m a multimedia and mobile-oriented software developer with six years of professional game and software development industry experience. I am looking primarily for contract positions but will also consider the right full-time offers.

**EDUCATION**

## University of Tampere

## Computer Science, M.Phil [2005 –] (studies on hold)

## Lahti School of Business Studies

## Computer Science, a matriculation-based post-secondary level education [2001-2004]

**EXPERIENCE**

**Lead Mobile Developer**

Hi Mum! Said Dad.

August 2012 – October 2012

Developer on the client side of a complex iOS application that handles a large amount of network traffic and image data

Responsibilities:

* Mobile software design and development (iOS)

**Senior Mobile Developer**

Applifier

May 2012 – August 2012

Responsibilities:

* Mobile software design and development (iOS)
* Development on iOS video & OpenGL ES context capturing features for Everyplay.
* Development on a Unity3D plugin.

**Game Programmer**

Remedy Entertainment

November 2011 – May 2012 (7 months)

Responsibilities:

* Development for console networks, Steam and other similar PC networks, handhelds and social media
* Ported Death Rally to Android and worked on updates on the iOS port
* Worked as a release engineer on both Android (Play Store) and iOS (App Store)
* Helped with QA in Alan Wake PC

**Senior software engineer**

Symbio / Graphics Engineering

November 2010 – October 2011 (1 year)

Responsibilities:

* Worked on Golf Gamebook for Android amongst other projects that are still under a NDA. Mostly Android / GPU / multimedia oriented specialist projects
* Mobile software development (Android, iOS, Marmelade)
* Desktop software development (Linux, OSX, Windows)

**Competition / event organizer**

Alternative Party

2009 – 2011 (2 years)

Responsibilities:

* Organization of demo / digital art competitions

**System programmer**

RealNetworks / Mr. Goodliving

May 2009 – October 2010 (1 year 6 months)

Responsibilities:

* Worked on additional game code / Emerge platform / game tool development. I was the main developer of the game engine Android platform port.
* Porting and additional game code on these and other titles (available for multiple platforms):
* Doodle Jump
* Vancouver 2010 - Official Mobile Game
* PartyPad - Marble Mixer
* Bad Air Day
* Platforms worked on: Android, iOS, J2ME, Maemo / Meego, WinMo5&6, BlackBerry, DoJa, Windows, OSX, Linux

The Emerge game development platform was used to create about a 100 games along the years it was under development at Mr. Goodliving.

**Software developer**

Ardites

September 2007 – March 2009 (1 year 7 months)

Responsibilities:

* Mobile software development (Maemo, iPhone, etc.)
* OpenGL/ES research and development (desktop & mobile)
* Worked on multiple research and internal projects that are still under NDA. Mostly mobile Linux and GPU oriented / multimedia development.

**Competition organizer**

ASSEMBLY Organizing

2006 – 2009 (3 years)

Responsibilities:

* Organization of demo / digital art competitions

**Software developer / Research assistant**

University of Tampere

November 2006 – August 2007 (10 months)

Responsibilities:

* Maintainer and developer of a clustered Linux computing system / server.
* Part of a large Linux desktop service research project for CERN

**SKILLS**

**Worked on most current mobile and desktop platforms:**

iOS, Android, J2ME, Windows, Linux, OSX, J2BB (BlackBerry), Maemo / Meego, Windows Mobile, DoJa, Samsung Bada, Palm WebOS

**Programming languages I'm most comfortable with:**

C, Objective-C, C#, C++, Java, JavaScript, Lua, Go, Perl, Python, 6502 assembly

**Programming environments I've spent time in:**

XCode, Visual Studio, Eclipse, Marmelade / Airplay, KDevelop, Netbeans

**Some relevant SDKs / APIs I've used:**

OpenGL / OpenGL ES, WebGL, libSDL, FMOD, BASS, X11, gstreamer, DirectX, GTK+, Steam

**Things I'd like to get into:**

XBOX360, PlayStation 3, Unity3D (I know the basics but would want to work on a bigger project), Nintendo 3DS, any future consoles & handhelds, BlackBerry 10, Windows Mobile 8

**Hobbyist programming experience:**

I also have quite an extensive knowledge of 6502 assembly (Commodore 64, NES, Atari 2600 etc) and I've done some x86 and z80 assembly programming / debugging / patching / hacking as well.

Developed multimedia software for Atari 2600, Nintendo NES, Commodore 64, Sega Master System, Gameboy / Color / Advance, Super Nintendo, Playstation 1 etc. I like to play around with old hardware.

**INTERESTS / HOBBIES**

Digital art, open source software, computer graphics, video game development, rapid prototyping languages, 8-bit home computers and consoles, audio reactive visual effects, node-based programming environments / UIs and mobile platform development

**REFERENCES**

Jarkko Kemppainen, Symbio

Markus Pasula, Grand Cru (ex. Mr. Goodliving / RealNetworks / Gamehouse)

Patric Ojala, Remedy Entertainment

Craig Wills, Hi Mum! Said Dad.