

## Visa-Valtteri Pimiä's CV

### CONTACT INFORMATION

**Location:** Finland

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### PROFILE

I'm a multimedia and mobile-oriented software developer with seven years of professional game and software development industry experience. I am looking primarily for contract positions but will also consider 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

#### Senior Software Engineer

Samsung Electronics Research Inc, UK

July 2013 - October 2013

Responsibilities:

GPU and DDK research and development. Relevant buzzwords: EGL, OpenGL/ES and other related Khronos standards, Android Java, Android NDK, Qt, Galaxy, Galaxy Tab

Fundamental personal issues with the company's military projects

#### Co-founder, Game designer, Tech lead

Hyperspace Yard

May 2013 -

Responsibilities:

Co-founder of our own indie game studio. Working on the last stages of our puzzle game for Android, iOS and HTML5, Division Cell: <http://www.youtube.com/watch?v=hB1kIkHziWA>

**PlayStation software engineer**

Sony Computer Entertainment Europe, inc.  
November 2012 - June 2013

Responsibilities:

Software development on the PlayStation (PS3, PS4, VITA) platforms at SCEE R&D

Left because Sony didn't have any suitable projects available after our project was ending

**Senior Mobile Developer**

Applifier  
October 2012

Responsibilities:

Software research project regarding the Everyplay framework for OpenGL ES context and front camera recording

Month's research contract to continue on Everyplay technology research

**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 called Hooply, available on the App Store: <https://itunes.apple.com/us/app/hooply/id557572077?mt=8>

Responsibilities:

- Mobile software design and development (iOS)

Was let go because the company manager confessed to having hired the wrong person for the position he had in mind

**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.

Left to pursue jobs outside Finland for a change

**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

Left due to Death Rally project ending and increased personal incompatibility with the working atmosphere

### **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)

Left to get back to the games industry and due to moving

### **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.

Left to pursue a more cutting edge graphics career (studio closed down after a few months)

### **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.

Left because there were no projects for me available

### **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

Project ended after 10 months

## **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

### **Console development experience:**

PlayStation 3, PlayStation 4, PS Vita

### **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, 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**

Matthew Porth, Samsung Electronics Research INC.

David Carter, Sony Computer Entertainment Europe

Jarkko Kemppainen, Symbio

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

Patric Ojala, Remedy Entertainment

Craig Wills, Hi Mum! Said Dad.