

Pekka Kujansuu

Curriculum Vitae

Personal Information

Full name	Kujansuu, Pekka Einari		
Date of birth	16th of May 1986	Mobile phone	+358 50 3741086
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Experience

2012-, Housemarque Oy, Helsinki. Gameplay/Tools Programmer

2016-2017 **Nex Machina**, an upcoming arcade shooter for PlayStation 4 and PC. Joined mid-project and inherited the in-game level editor codebase. Since then I have been alone responsible for the development and maintenance of the level editor. Mostly working in C++ with some Javascript for the UI using CoherentGT.

2012-2016 **Alienation**, an action RPG for PlayStation 4. Implemented gameplay systems including enemy AI, weapon systems, audiovisual feedback and procedural events. Worked in an in-house scripting language and state machine editor.

2011-2012, Polygon Toys, Tampere. Entrepreneur / Game Developer

Sole proprietor of independent game development studio. Core duties include game design and programming, as well as organizational duties.

Developed and self-published game **Tiny Hawk** on PlayStation Network, iTunes App Store and Google Play Store. Wrote all game code from scratch in C++. Also did some game-related subcontracting using Flash and Unity. Clients include Travel 2 and Carrotia.

2000-2009, Part time jobs and summer jobs

- **Summer 2009, Pointsit Oy**, Tampere. Web developer, Python.
- **Summer 2008, Nokia Oy, Services & Software division**. User space driver development for Maemo OS in C++.
- **Fall 2007, Walking Woods Oy**, Helsinki. Web crawler software development in Python.
- **Summer 2007, Nokia Technology Platforms**, Hervanta. WiFi test app development, Symbian C++.
- **2006-2007, Digital Systems Laboratory, Tampere University of Technology**. Networked multimedia app development, C and Gstreamer.
- **Summer 2004, Nokia Research Center Tokyo**. User interface developer, Symbian C++.
- **2002-2004, Nokia Research Center Toijala**. Audio and MIDI software, C++ and Python.
- **2000-2002, Mikrolinna Oy**. Educational software development, Visual Basic.

Programming skills

Over 15 years of programming experience with various languages and technologies. Originally taught myself programming by reading books at the age of 12. I have been working professionally in the software business from the year 2000.

Skilled in C, C++, C#, ActionScript 3 and Python. Familiar with object-oriented programming, common algorithms and data structures, and version control systems. Always eager to learn new things.

Game development

I have used various game development technologies, including Unity, Marmalade SDK, and FlashPunk. I have released games on PS4, PSP, iOS, Android, and Flash platforms.

I'm a regular participant in game jams and competitions such as the Global Game Jam and the online Ludum Dare 48h game competition and jam.

Game development portfolio online at <http://pekuja.com/games/>.

Competitions

1st place - Hello World Open 2012, organized by Reaktor Oy

First ever Finnish national championship in programming. Competed as part of a 3-man team against over 100 other teams. The competition task was to create an AI bot for the classic Pong game. The winner was chosen by the bots competing in a tournament.

3rd place - Hello World Open 2014, organized by Reaktor Oy and Supercell

International programming competition. Competed as part of a 2-man team against over 2500 other teams. The competition task was to create an AI bot for a slot car racing game. The winner was chosen by the bots competing in a tournament. Our team was the only Finnish team that made into the finals which consisted of 8 teams from around the world..

Language skills

Finnish Mother tongue

English Fluent

Education

2005-, Tampere University of Technology

Software systems major. Studies on hold. 118 credit points.

2002-2004, Päivölä folk college and Valkeakoski adult high school

High school. Laudatur grades in Mathematics and English. Eximia grade in Physics.