

CURRICULUM VITAE

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EDUCATION

2005-, Tampere University of Technology Computer science major. Studies ongoing. 116 credit points at the time of writing.

2004-2005, University of Turku Mathematics major. Unfinished studies.

2002-2004, Päivölä folk college and Valkeakoski adult high school Laudatur grades in Mathematics and English. Eximia grade in Physics.

EXPERIENCE

Summer 2009, Pointsit Oy, Tampere Worked as a Python software developer on web-based customer relations management software using the TurboGears web framework, SQLAlchemy object relational mapper and Genshi templating system.

Summer 2008, Nokia Oy, Services & Software division Worked as a C++ programmer on Maemo the Linux based open source Internet Tablet platform in the PC Suite Team. My project was a USB device protocol implementation prototype.

Fall 2007, Walking Woods Oy, Helsinki Worked part-time as a Python/MySQL programmer on web crawler software.

Summer 2007, Nokia Technology Platforms, Hervanta Worked as a Symbian C++ application programmer on a testing tool.

2006-2007, Digital Systems Laboratory, Tampere University of Technology Worked as a research-assistant on a networked multimedia application using C and Gstreamer. Full time during summer 2006, later part time.

Summer 2004, Nokia Research Center Tokyo Worked as a Symbian C++ (S80) application programmer on a user interface for internal functionality on a mobile phone.

2003-2004, Päivölä folk college Worked as a volunteer system administrator including maintaining and setting up Windows 98, Windows XP and Linux workstations, Linux and FreeBSD servers, and network hardware.

2002-2004, Nokia Research Center Toijala Worked as a part time C++ and Python software engineer and user interface designer in Linux and Windows environments. Projects include audio and MIDI software as well as audio based computer games. Full time during summer of 2003.

2000-2002, Mikrolinna Oy Worked as a part time Visual Basic software engineer and Flash-animator on educational mathematics software targetet at primary school students.

COMPUTER SKILLS

Programming Over 10 years of programming experience with various languages and technologies.

Skilled in C, C++, Java and Python.

Familiar with MySQL databases.

Also some experience with MIDP, Symbian C++, C#, Lua, Perl and Common Lisp.

Operating systems Experienced in Linux and other UNIX-like operating systems, as well as Microsoft Windows and DOS operating systems.

Game development I work on computer game projects in my spare time. I have used various technologies, including the Python-based PyGame, the Lua-based Löve and the .NET-based Unity 3D engine. I have also dabbled in MIDP (Java), XNA (C#), Panda 3D (Python) and I know the basics of OpenGL.

Perhaps my most successful projects have been Trip on the Funny Boat, which is a 2D shooter game, and Barbie Seahorse Adventures, which is a sidescrolling 2D platformer.

More information on my game development projects: <http://www.pekuja.com/games/>

LANGUAGE SKILLS

Finnish Mother tongue.

English Fluent.

Swedish, German Mediocre.

Japanses Basics.

COMMUNICATION SKILLS

Passed the exam in oral communication skills held by the Finnish National Board of Education in 2003 with excellent grades. (Puhvi-koe)