



Teemu Hörkkö

Programmer

Curriculum Vitae

Briefly About Me

I am a technology enthusiast and an experienced programmer with both game and web-development experience. In addition to work and education, my skills have been built up through active hobbies. I am motivated by suitably challenging tasks.



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Espoo, Finland

Portfolio

See website at sonaza.fi

Language Skills

Finnish	native
English	excellent

IT Skills

Photoshop	excellent
After Effects	good
Word & Excel	excellent
Linux	good
Git	good

Certificates

Digital marketing
[Google Digital Academy](#)

Search Engine Optimisation
[HubSpot Academy](#)

Work Experience

Frozenbyte Oy

August 2016 — present

- Shipped titles Has-Been Heroes, Nine Parchments, Trine 4, Starbase and Trine 5.
- Experience in C++ gameplay and game engine programming.
 - Worked on bootstrapping console ports for Nintendo Switch including the engine support for Nintendo Switch JoyCon and Pro Controller inputs with HD rumble feature.
 - For Nine Parchments I implemented a major low level part of the engine net-game layer for Nintendo Switch and Microsoft Xbox One consoles.
 - General gameplay, audio and effects programming for both Trine 4 and Trine 5 implementing numerous features ranging in scale, such as finalising puzzles and creating physics gameplay elements.
 - For Starbase I implemented space ship creator tools (e.g. paint and decal tools) and related GUI components.

Media7 verkkomedia

August 2015 — July 2016

- Provided media production for the Finnish SDA Church, including cutting radio programmes, translating and subtitling videos and internet streaming of weekly services.
- Created a bible study website with an integrated admin panel for creating courses, questionnaires and miscellaneous content pages.

Kajak Gamedev Lab website

January — February 2014

- Developed a content management system for Kajaani University of Applied Sciences gamedev school program.

Internship at Pulse247

August — December 2013

- Update and maintenance work on the internal web store admin panel.

Netpal Oy

September 2009 — December 2014

- Created a website for a small video service intended for regionally produced content.
- Provided miscellaneous media production, including graphical design of advertisements and video editing. Work completed on a per project basis.

Education

Kajaanin University of Applied Sciences

2011 — 2014

Bachelor's degree in information technology, game and game engine development. I wrote my thesis on the usage of entity-component-system frameworks (ECS) in game development.

Programming Experience

C++

The bulk of my work experience is with C++ game development using the company's proprietary C++ game engine.

PHP

I have a lot of experience working with standalone PHP and the Laravel framework.

Python

Python experience I have is primarily accumulated through scripting various small utilities and programming a website backend.

HTML & CSS

I know both HTML and CSS very well for creating the website foundations and styling. I also know SCSS.

JavaScript

JavaScript is very familiar to me on both freelance and hobby basis.

TypeScript

As it is a superset of JavaScript I know my way around it even though it is still new-ish to me.

React

I have used React alongside Laravel and Inertia.js, and Node.js and Next.js frameworks.

SQL

I know SQL well and have experience using it with MySQL/MariaDB and SQLite databases.

Lua

This scripting language is primarily familiar to me from World of Warcraft addon coding.

C#

Some amount of experience with programming small Windows Forms applications and Unity and XNA game programming.

Java

Some experience from Android application development.

Server Administration

Linux server administration is also familiar to me on a basic level and I have configured and maintain my own virtual private server hosted by DigitalOcean that I use for web hosting and my own personal private projects. The server uses Ubuntu Linux with a basic LAMP stack and Python.

Hobbies

Programming has been my hobby since I was little when I got interested in the idea of creating my own video games, and later websites as well.

During my free time I play games, listen to music, play piano, occasionally compose music myself as well and read books and manga comics.