



TEEMU PULKKINEN

LEVEL DESIGNER & GAME DEVELOPER

ALL ABOUT ME

I am a Level Designer with programming skills looking for the next challenge that would help me become better in my field of work.

CORE SKILLS

- Game Design
- Level Design
- C#
- Unity3D

CONTACT INFO

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LinkedIn: <https://bit.ly/2Ulysph>

WORK EXPERIENCE

Game Designer Trainee

Rovio Entertainment Corporation, 06/2019 to 10/2019

- Made new level content for two physics based Match 3 games Angry Birds Dream Blast and Sugar Blast.
- Tested and balanced levels to make sure they are engaging and challenging.
- Prototyped and innovated new game mechanics.
- Created gameplay footage for User Acquisition team
- Worked with externals to give feedback for their levels.



EDUCATION BACKGROUND

Helsinki Business College

Vocational qualification in ICT, 2019

- Competence area in software development.

Metropolia University of Applied Sciences

Bachelor of Social Services, 2014