



TEEMU PULKKINEN

LEVEL DESIGNER

I'm a Level Designer with programming and game design talents. Currently I'm looking for my next challenge to become better in my field of work.

AREAS OF EXPERTISE

I've worked in game projects where I have designed level content and prototyped new game mechanics. I excel in balancing game content and in analysing player data to find best ways for how to monetize my levels.

PROFESSIONAL HISTORY

JUNIOR LEVEL DESIGNER

4GOOD GAMES | 06/2020 - PRESENT

- Level content creation, polishing and balancing
- Level funnel creation and analysis based on player data
- Quality Assurance

GAME DESIGN TRAINEE

ROVIO ENTERTAINMENT CORPORATION | 06/2019 - 10/2019

- Level content creation, polishing and balancing
- Reviewing levels made by external partners and giving feedback for them
- Prototyping and innovating new game mechanics

EDUCATIONAL HISTORY

BUSINESS COLLEGE HELSINKI

VOCATIONAL QUALIFICATION IN SOFTWARE DEVELOPMENT,
2018-2019

- Software development with focus in game development
- Game development and design using Unity

Contact Info



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