

WORK EXPERIENCE

CEO / Coder / Co-founder, Frogmind Ltd, 4/2012 – Present

Programming and designing games for digital marketplaces.

3D Game Programmer, RedLynx Ltd, 4/2010 – 4/2012

Programming Trials Evolution for XBOX 360. Lead programming the user track editor in addition to general game programming. >100k LOC.

System Software Engineer, Nvidia Ltd, 12/2009 – 4/2010

Programmed various graphics related tasks mainly in C language against huge codebase. Tasks included, for example, implementing graphics benchmarks, debugging and bug fixing.

Programmer, Universomo Ltd / THQ Wireless, 5/2008 – 12/2009

Programmed mobile games mainly in Java environment for numerous different handsets and platforms including Java, iPhone and BREW. Implemented gameplay and graphical features to several titles including WWE Smackdown vs. Raw 2010, Star Wars Clone Wars, Chop Sushi and Up. Programmed highly portable code running in several hundred devices. Implemented a backward compatible OpenGL ES 2.0 API with C++ to cost-efficiently develop to devices supporting various OpenGL ES APIs.

Web Developer / Shareholder, Ekoenergo Ltd, 6/2000 – Present

Founded and programmed a 3D flash game playable in www.tunneldodge.com. Created a community website for the game with comprehensive high score features. The game was placed 8th in Assembly Summer 2008 GameDev competition.

Founded www.energianet.fi. Designed and implemented a database schema using an entity relationship diagram. Developed a content management system with PHP and SQL. Implemented the website layout with XHTML and CSS.

Founded the most popular (~25 000 unique visitors monthly) website in its class in Finland, www.aamukampa.net. Modified the phpBB bulletin board software, and added dynamic content to the website with PHP and SQL. Developed a browser game with Flash. Implemented the website layout with XHTML and CSS. Moderated the bulletin board together with volunteer website users.

EDUCATION

Master of Science (Tech.), Helsinki University of Technology, 2009

Department	Computer Science and Engineering
Major	Digital Media
Minor	Media Technology
Master's Thesis	Cost-Efficient Development with Various OpenGL ES APIs
Average grade	4.29

Second Lieutenant (reserve), The Finnish Defence Forces: Air Force Academy, 2004

Matriculation Examination, Olarin lukio (high school), 2003

IT SKILLS

Environments	Windows, Mac OS X, iOS	excellent
	Unix, Linux	good
Programming	C/C++, OpenGL ES (1.x, 2.0)	excellent
	Objective-C, Java, Python, PHP	good
	DirectX, ActionScript	basics
Mark-up / Query lang.	XML, SQL	excellent
Software	Visual Studio, XCode, Eclipse, SVN, CVS	excellent
	Flash, Git, Perforce	basics

LANGUAGE SKILLS

Finnish	native language
English	excellent
Swedish	good
French	basics

POSITIONS OF TRUST

Chairman, FC Babylon, 8/2004 – 11/2011

Founder, the chairman of the board and a player of FC Babylon since 2004. The football club has two football and futsal teams and over 50 players. The position has given me good social interaction and team work skills, and has also taught me how to organize.

ACTIVITIES

Real-time computer graphics and game programming

Developing real-time computer graphics projects and games using C++, Java, OpenGL and Flash. The projects include an open source C++ implementation of backward compatible OpenGL ES 2.0 API. Detailed descriptions of the projects are available at the portfolio: www.johannesvuorinen.com/?page=portfolio

Short film making (directing, editing)

I have made six mostly effect-centred short films since 2001. The films can be seen in my portfolio: www.johannesvuorinen.com/?page=portfolio§ion=shortfilms

Computer and console games, football, futsal, bouldering, wall climbing