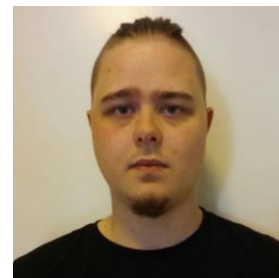


Curriculum vitae

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LinkedIn: <https://www.linkedin.com/in/anttikuusisto/>



Birthday: 3.2.1987
Military service: Jaeger Corporal
Marital status: Married

WORK EXPERIENCE:

- 11/2017-12/2020 Valakia Interactive Oy
Game and XR software developer and designer (VR, AR and MR)
- 11/2020-12/2020 SeAMK (avocation)
teacher, Unity gameprogramming
- 10/2017-12/2017 KAOSK (avocation)
Unity consulting
- 01/2016-10/2017 Pesmel Oy
ICT-designer
- 11/2016-11/2016 SeAMK (avocation)
teacher, Unity gameprogramming
- 09/2015-12/2015: SeAMK (avocation)
teacher, Unity gameprogramming
- 09/2015-11/2015: Seinäjoki Community College (avocation)
teacher, gameprogramming
- 08/2014-10/2014: SeAMK/School of technology (internship)
development and maintenance of virtual technology laboratory
- 05/2011-07/2011: Siboprint Oy
manufacture of electronic components
- 08/2010-03/2011: Pesmel Oy
IT-programming
- 06/2008-08/2008: Tampere University Hospital
warehouse worker
- 01/2006-03/2006: Wenetor Oy
IT support person (internship)

EDUCATION:

- 08/2020- Seinäjoki University of Applied Sciences (master's degree)
technology competence management
- 09/2011-05/2015: Seinäjoki University of Applied Sciences (bachelor degree)
information technology engineer (software engineering)
- 07/2003-05/2006: Suupohja vocational institute / Business School



double degree: business administration and high school
graduate
-05/2003: grade school

TRUSTED POSITIONS:

11/2020- SeAMK Osuuskunta (cooperative company)
vice chairman of the board
4/2017-03/2020 KAOSK (cooperative company)
vice chairman of the board
1/2016- Sepeli ry (Seinäjoki gamedevelopers registered association)
member of the board (**chairman of the board since 1/2020**)
2/2016- Asunto Oy Metsolanrivi (27 housing shares)
member of the board (chairman of the board from 2/2019)

LANGUAGES:

Finnish: mother language, excellent writing skills.
English: moderate verbal, good writing skills and excellent IT English

IT SKILLS:

Programming languages:

C# (advanced, work related purposes)
C++ (average)
C (basics)
JavaScript (advanced)
Java (basics)
AngularJS (average)
HTML (average)
CSS (average)
OpenGL (average, self-studying some years before Unity)
ASP.NET (basics)

Softwares and environments:

Unity (advanced, self-studying from 2011, work related purposes from 2016)
Git (advanced, work related purposes)
NodeJS (average)
Microsoft Office 365 (advanced, work related purposes)
Blender (basics)
Photoshop (basics)
Audacity (basics)
Docker (basics)
AWS (basics)
Atlassian -tools (basics)
Trello (advanced, work related purposes)

Unity experince:

Physics and mecanics (advanced)
Desing and management (advanced)



Extended reality (advanced)
AI (average)
UI asset usage (advanced)
3D model usage (average)
Animation (basics)
Audio asset usage (average)
Graphics asset usage (average)
Visualization (basics)
Multiplayer systems (basics)

OTHER EXPERIENCES:

Leader skills (project management, teaching, communities)
XR devices (Oculus: Rift, Rift S, Quest, Go, HTC: Vive, Microsoft: HoloLens, Valve: Index, Mobile devices: Android ja iOS, CAVE-environments, Leap Motion)
XR technologies and SDKs (Unity XR, SteamVR, Oculus SDK, ARFoundation, ARCore, ARKit, EasyAR, Vuforia, Android SDK)
Games and gamification (game design and development)
Truck card

HOBBIES:

Innovative Game and XR development, design and research
Gaming (strategy games)
Music (listening and playing)
Acrylic painting (different painting techniques and abstract painting)

REFERENCES:

Jussi Rasku
PhD in Information Technology, Sepelintie 15, 044-5066792,
jussi.rasku@gmail.com

Tapio Hellman
XR laboratory engineer, SeAMK, 040-8304157, tapio.hellman@seamk.fi

