

Summary

Game Developer with an extensive modding background, having worked on various commercial and non-commercial projects. Experienced with numerous game engines and modding tool-kits. Capable of building thrilling game worlds and bringing gameplay concepts to life from conceptualization to implementation. Adept at learning and adapting to new technologies, tool sets and complex technical concepts. Passionate about combining technical knowledge with the creativity of game development.

Skills

- Game Engine knowledge (Unity, Unreal Engine 4, Creation Engine, HPL3, Divinity Engine 2)
- Coding and scripting (C#, Papyrus, Blueprints, Osiris)
- Testing and Documentation (Git, Jira, Confluence)
- Strong communication and teamwork skills

Work Experience

Software Developer

September 2019 - Present

Helmes AS

Data Integration for MTR Nordic transport and logistics systems.

- Integration scenario conceptualization and documentation
- Collecting, sorting and transforming data based on integration scenarios

Software Developer conscript

July 2018 - May 2019

Estonian Defence Forces

Mandatory military service. Assigned to Cyber Command units Software Development team.

- Participated in software development and UX design process
- Responsible for software documentation and problem management

Contract Unity Developer

August 2017 - December 2017

Dev9k Games

Contracted to help bring Nirvana Pilot Yume, a narrative-based 3d racing game from conceptualization to released product. Worked using C# and unity

- Worked on implementing desired gameplay features
- Helped with the gameplay design process

Extracurricular projects

The Elder Scrolls Renewal: Skywind

July 2019 - Present

Creation Engine

Large scale community project aiming to reimagine Elder Scrolls 3: Morrowind in Skyrim's engine. Working on overall world and level design. Along with scripting of in-game quests, NPCs and encounters.

Uncommonwealth

2016 - 2018

Creation Engine

Total-Conversion mod for Fallout 4. Featuring a brand new game world, new NPCs, new locations.

Arachis

September 2017 - December 2017

Unity

Small proof of concept of a top-down horror shooter for a local GameLab 2017 competition. Handled game design, programming and level design.

Interference

January 2017 - May 2017

HPL3

Short SOMA mod created to be used as a final project for my software testing course in university. Worked on level design and scripting

Education

Bachelor's Degree in Computer Science

2015 - 2018

Tallinn University

Specialization in Software Development