

# Ossi Heinonen

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Engineer with a wide variety of different interests. Skilled in both technical and visual matters. Diligent and always eager to learn more.



## EDUCATION

**Jyväskylän University of Applied Sciences**

**2013-2017**

*Bachelor of Engineering, Information and Communication Technology (Media Engineering)*

## PROFESSIONAL EXPERIENCE

**Entrepreneur, Jyväskylä, 3D-modelling and production of educational material**

**2020-2021**

- Production of educational videos for mechanics and strength calculations courses in universities

**Jyväskylä City Library, Graphic designer**

**2018-2019**

- Designing posters, flyers and various visual materials for the library and its events

**Zaibatsu Interactive, Jyväskylä, 2D artist intern**

**2016-2017**

- Production of 2D assets and art. Finished and mockup work for various game projects

**Valio Oy, Jyväskylä Logistics worker**

**2012-2013**

- Logistics work, warehouse work

## PROJECTS & EXTRACURRICULAR COURSES

**Modern Software Engineering, Jyväskylä University of Applied Sciences**

**2025**

- AI assisted development of software

**Introduction to AI, Y4 Works**

**2024**

- Introduction to various AI techniques, researched different AI-assisted 3D workflows

**Basics of Game Development, Metropolia University of Applied Sciences**

**2023**

- Game development using Unity.

## SKILLS

**Programming languages:** Java, C#, HTML, CSS, JavaScript, PHP, Python

**Computer software/ frameworks:** Adobe Photoshop CC, GitHub, Blender, 3dsMax, Microsoft office, Substance 3D Painter, Unity, WordPress, MySQL, Visual Studio Code

**Languages:** Finnish (native), English (proficient)

## REFERENCES

**Antti Laiho**, Lecturer, Metropolia University of Applied Sciences

**Jussi Perttola**, CEO, Zaibatsu Interactive

**Jouni Huotari**, Principal Lecturer, Jyväskylä University of Applied Sciences