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

Jyväskylä 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

Game Track, Jyväskylä University of Applied Sciences **2026**

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, Java Script, 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