

Joakim Isaksson

Game Designer / Producer / Developer

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WORK EXPERIENCE

2015/06 – 2016/07

Software Engineer - VR, Mobile

Futuremark

Developed virtual reality, desktop and mobile benchmarks for Windows, Android and iOS. Worked as part of a small and flexible UX / Backend team. Work consisted of problem solving and multilingual full-stack development.

2012/07 – 2015/06

Developer / Producer - Mobile, Full-Stack

Air Dice

Produced and developed over 30 online casino games. Programmed server side business logic and handled the deployments. Developed a mobile karaoke and video editing software for *Fremantle Media* to make your own music videos.

2011/09 – 2013/09

Game Designer / Developer - Mobile

Freelance

Crafted a preliminary game design document and a separate monetization plan for a new F2P MOFPS game in pre-production for *Critical Force Entertainment*. Designed multiple mobile game concepts, did research on mobile game monetization, produced and developed two mobile games: a physics based runner game and a laser puzzle game both based on an existing IP for *NDFC Helsinki*.

EDUCATION

2016/08 –

Aalto University School of Arts, Design and Architecture

Master's Degree in Game Design and Production (120 ECTS)

Major in Game Design and Production.

2008/08 – 2014/07

Metropolia University of Applied Sciences

Bachelor's Degree in Information and Communications Technology (240 ECTS)

Major in Software Engineering.

Winner of the schools chess AI competition 2012.

Thesis "Designing and creating a puzzle game for Android".

2006/07 – 2007/07

Pori Brigade

Non-Commissioned Officer

Served mandatory Finnish military service in special forces known as the Finnish Rapid Deployment Forces with international peacekeeping and leadership training.

PROGRAMMING EXPERIENCE

Five years of professional full-stack programming experience with languages like Java, C#, JavaScript, C/C++ and Objective-C on multiple platforms like Windows, Android and iOS. Started programming at the age of 12.

HOBBIES

DADA student organization board member. Actively running D&D and board game clubs. Outdoor life with my Australian Shepherd, training search and rescue with him. Assembling, painting and wargaming models and miniatures. Attending game jams and working on hobby game projects. Also learning latin dances and greek.