Olli Juhola

Game Developer & Game Development Teacher

👤 Profile

Experienced game developer & game development vocational teacher equipped with a diverse skill-set and a strong entrepreneurship mindset. Experienced with the latest knowledge of Unity Development, C# Programming and overall Game Design. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

💼 Employment History

Fulltime ICT & Game Development Teacher at Careeria, Porvoo

May 2021 — Present

- I developed an engaging and industry-aligned three year curriculum, teaching programming languages, game development principles, Scrum, and Git. By fostering a supportive environment, I empowered students to design and develop their own games, encouraging creativity and problem-solving. Prioritizing student welfare, providing guidance and mentorship throughout their learning journey, ensuring their success in the dynamic field of game development.

- Actively participated in various events, workshops, and the Skills Finland competition. I organized and facilitated workshops on game development for elementary schools, sharing industry insights and practical knowledge with students. I encouraged students to participate in Skills Finland competitions, providing training and support to help them showcase their skills on a national platform.

- Handled and kick-started a local vocational qualification unit "Development of Virtual and Augmented Reality Solutions". In the qualification unit, students learn to develop solutions for Virtual- & Augmented reality using Unity, Hololens & Meta Quest. The qualification unit also contained a comprehensive look into 3D 360 degree scanning with Matterport.

- Skills Finland 2023 Game Production Head Judge

Freelance ICT & Game Development Teacher at Careeria, Porvoo

January 2020 — April 2021

- Part-time Freelancer teaching Unity Game Development, Game Design C# Object Oriented Programming, Scrum and Git. Subjects in the course were advanced Unity topics including data management systems in Unity, creating a full game with the Unity Engine from scratch, version control with Unity projects & how to design and implement advanced mechanics into a game while utilizing Scrum's agile methods.

Details

Finland
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Nationality
Finnish

Skills

Game Development

Unity Game Engine

Programming (C#)

Game Design

Entrepreneurship Spirit

Flexibility and Adaptability

Virtual Reality solutions

Hobbies

Modding, Frisbee Golf and love for RPG's

Languages

Finnish

English

Links

Portfolio
LinkedIn

Programmer trainee at Stolen Shoes Entertainment, Jyväskylä

August 2018 — May 2019

- Effectively worked on two published games on Android and Steam
- Implemented and updated advanced game mechanics to both released titles.
- Successfully worked with the designers and artists in the team, helping to bring their vision to life inside the game.
- Took part in showcasing and pitching both games in game conferences around Europe, for example Pocket Games Connects (PGC) Helsinki, PGC London and White Nights Conference in Berlin.

Telemarketer at Mega OY, Porvoo

January 2014 — September 2014

- Telemarketing different products including insurance, events and magazines.

Summer Trainee at Borealis

June 2013 — July 2013

- Office work

🎓 Education

Bachelor of ICT, Jyväskylä University of Advanced Sciences, Jyväskylä

July 2016 — November 2019

- Studied ICT with a major in Software Engineering.
- Worked in teams to create different products using different programming languages, including C#, C++, HTML, JS & MySQL
- Learned to master Agile Development while working on different projects.

★ Projects

RoboVirus, Stolen Shoes Entertainment

December 2018 — May 2019

- Successfully designed, programmed and implemented various game mechanics into the game
- Worked with the designers and artists to help bring their vision to life
- Showcased and Pitched the game at various Game Conferences
- Helped design the road map and release for the game on Steam
- Learned to create advanced mechanics for a PC Game, controller support, data management, how to pitch a game to a publisher and how to showcase a game at events

Game was released on Steam on February 2019 in Early Access:
https://store.steampowered.com/app/1001870/RoboVirus/

Sunset Falls, Stolen Shoes Entertainment

August 2018 — November 2019

- Successfully programmed game mechanics into the game.

- Worked with the designers and artists to help bring their vision to life
- Helped showcase the game at PGC Helsinki
- Learned to create IAP's for mobile games, how to implement and use analytical data, how to publish on the Google Play Store and how to manage a published game on Android.

Dreadful Dungeons
August 2019 — November 2019

- Lead Developer for Dreadful Dungeons
- Developed a working vertical slice in collaboration with my brother who helped in the overall design of the game.
- Top Down Card Battler for mobile, which was later changed to a PC title.
- Designed and created various game design documents, pitch deck, feature lists and other documents for the game that was showcased and pitched to investors and publishers at PGC Helsinki 2019.
- Positive feedback from PGC Helsinki 2019, which encouraged us to change the platform from mobile to PC.
- Developed advanced data systems, game mechanics & user interface.
- Learned how to create, design and manage a large project independently
- Game is now on hold due to the large scale of the project

More information on this project:
http://juhola-olli.me/portfolio/dreadful-dungeons.html

Personal Projects
Other personal projects* can be found here:

- http://juhola-olli.me/portfolio.html
- https://agamashi.itch.io/

*not every project is listed in these sites

⤳ Extra Activities & Volunteering

Board Member & Event Organizer at Porvoo Game Club ry, Porvoo
June 2023 — Present

Board member and event organizer for Porvoo Game Club association, which is a local association that organizes events for local board game enthusiasts and other game-related activities, including game development.

IGDA Porvoo Hub Lead at IGDA Finland ry, Porvoo
May 2022 — Present

As an IGDA Porvoo (International Game Developers Association) Hub Lead, I took on a leadership role within the local game development community. I organized and coordinated activities, events, and initiatives to bring together game developers and enthusiasts in the area.

As a Hub Lead, my responsibilities included fostering collaboration, networking, and knowledge-sharing among game developers. I facilitated meetups, workshops, and presentations where industry professionals and aspiring developers could connect, exchange ideas, and learn from each other's experiences.

References

References available upon request