

Kalle Rustholkarhu

Programmer | C++ | Unreal Engine

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SUMMARY

With 3 years of experience in professional game development, I've acquired skills in C++, Unreal Engine and multiplatform game development. My biggest achievement was shipping a game on PC and console platforms as the Lead Programmer of a core team of three programmers as part of a larger development team of 15.

I'm eager to bring my acquired expertise and passion for further learning to the service of a dynamic team. I enjoy working closely with colleagues at the office. Furthermore, I consider onsite work as a collective driver of motivation and a boon for peer synergy.

Interested in programming game-related systems. Budding an interest in UI programming plus the corresponding UI tech art. Accustomed to wearing many hats in a project as necessary, but prefer working with focused areas of responsibility.

EXPERIENCE

Lead Programmer 2021 - 2024
Still Running Helsinki, Finland

- Shipped a company first 3D and Unreal Engine game Morbid: The Lords of Ire
- Vast amounts of gameplay, systems and localized UI programming
 - Source built and setup UE4 with up to date SDKs and plug-ins for the project
 - Recruited talented C++ programmers and empowered each with skill suitable work
 - Planned and calibrated coding team deadlines and targets with Design and PM
 - Performance and platform optimization for a wide performance range of hardware
 - Polished and shipped the project working closely with external and internal QA
- 🔗 <https://www.mergegames.com/games/morbid-the-lords-of-ire/>

EDUCATION

Coding school 2019 - 2021
Hive Helsinki Helsinki, Finland

- Studied at Hive Helsinki, an onsite 42 Network coding school funded by Supercell
- 10 000 applicants of which just 300 accepted for 1 month preliminary examination
- Passed preliminary month with a top 5 final exam score and was enrolled in
- Maintained position within top 5 of public student leaderboards during studies
- Mandatory fundamental C studies, optional 2D, faux-3D graphics and UI projects
- Dropped out to professional life in 2021 after a pandemic school closure

STRENGTHS

- ☆ **Responsibility**
Consistency and dedication towards building and communication within a project, considering quality and robustness as the main objectives
- 🚩 **Team Work and Growth**
Led a core team of 3 programmers, resulting in a shipped project and a strong professional basis for each talented junior programmer
- ☆ **Adaptability**
Pivoted tech in transitioning input and camera systems from a fixed camera, top down 3D project to a free camera third person 3D mid-project due to design vision changes

LANGUAGES

Finnish	Native	●●●●●
English	Proficient	●●●●●
Swedish	Intermediate	●●●●●

SKILLS

C++ · Unreal Engine · UE DevOps · Blueprints · UMG · Team Leadership

KEY ACHIEVEMENTS

- 🏆 **Morbid: The Lords of Ire**
Shipped a company first 3D game for Steam and on all major previous and current generation console gaming platforms
- 🏆 **Enrolled in a top coding school**
Entered and maintained top 5 scores in a grade cohort of 180 students out of 10 000 applicants