C.V.   Mikael Jari Korpela

Nationality: Finnish

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https://bitbucket.org/akin . https://bughaven.blogspot.com/ . https://www.kyy.wtf

Education

Machinefitter (Mechatronics). *Joensuun oppimiskeskus*   *1998 – 2001*
University of Helsinki, Computer Science   *2003 – inf.*

Me

My interest of computers stems from ID software Quake series, as a kid, I wanted to create games. At 16 years old I learned C from/with my brother, we toyed around with c/djgpp and dos6.22/h13 (320x200x256colors) graphics mode. Later on I've created multiple hobby engines (2D/3D graphics rendering, audio systems, ECS, etc.).

As a person I am a geek, technology and logic above all else. I like to work in/with teams, but I also can work alone, I've done pair programming and I appreciate bouncing ideas/crazy ideas with people while drinkin beer.

Work experience

KONE Corporation, C++ expert, Simulation Tools   *2021 –XXXX*
Developing simulation software to model people flow and generate statistics that model real world.
C++14/17/20, QT, msvc, python, powershell, windows, linux, unreal, aws, gitlab.

Basemark, Technical lead/senior/software engineer/Tools programmer   *2016 –2021*
Being part of a wonderful team, creating desktop software with them (power analysis tool, inhouse tools, launcher, graphics engine).
C++11/14, Vulkan, OpenGL (4, ES3), Android, Windows, Linux, QT, QML, Javascript, Python, C#, cmake. Tech: 2D Text rendering, Animation system, Asset loading, Configuration system.

Mobylife Finland, programmer   *2013 – 2016*
Creating software, websites for intranet and internet, linux scripts, system maintenance.
C#, javascript, html5, mssql, Android.

Digital Chocolate ltd, senior/tools programmer   *2009 – 2013*
Developing 2D platform, IOS, Android (OpenGL ES1 & ES2). Platforms audio development (OpenAL, OpenSL ES). Creation of inhouse game engine (2D/3D graphics, Audio, Box2D, ECS). Inhouse Flash player on opengl. C++, Java. Android + IOS. Tech: 2D Text rendering, Signed distance fields, Gradient colors, Touch gestures, Pixel perfect rendering.

Early career: *2006 – 2009*
Koodaripalvelut.com, Citrus solutions: c++/java/php/html/mysql/postgre projects

Hobbies

Anime, I watch anime, more than tv. Attack on titan was wonderful series. Gundam Seed, The Irregular At Magic Highschool, tokyo ghoul.. All awesome series.

Wall climbing, 2016 Summer was over, and it was cold outside, so, I took a one year membership to a local climbing gym and still continue on that road.. I am one with the mountain..

Programming, I practice programming at my free-time, when I have inspiration. Many of the projects fail and many times the project will never be finished. But each time I learn something interesting.

Beer brewing, I bought a 55L brewing vessel and 3x 19L kegs, now I just have to master this skill (the first 3 batches were, well, its beer, but not very good quality).

Tracker a raytracer that did some nice bubbles and reflections.. Someday Ill rewrite it, and study how to do "proper global illumination".
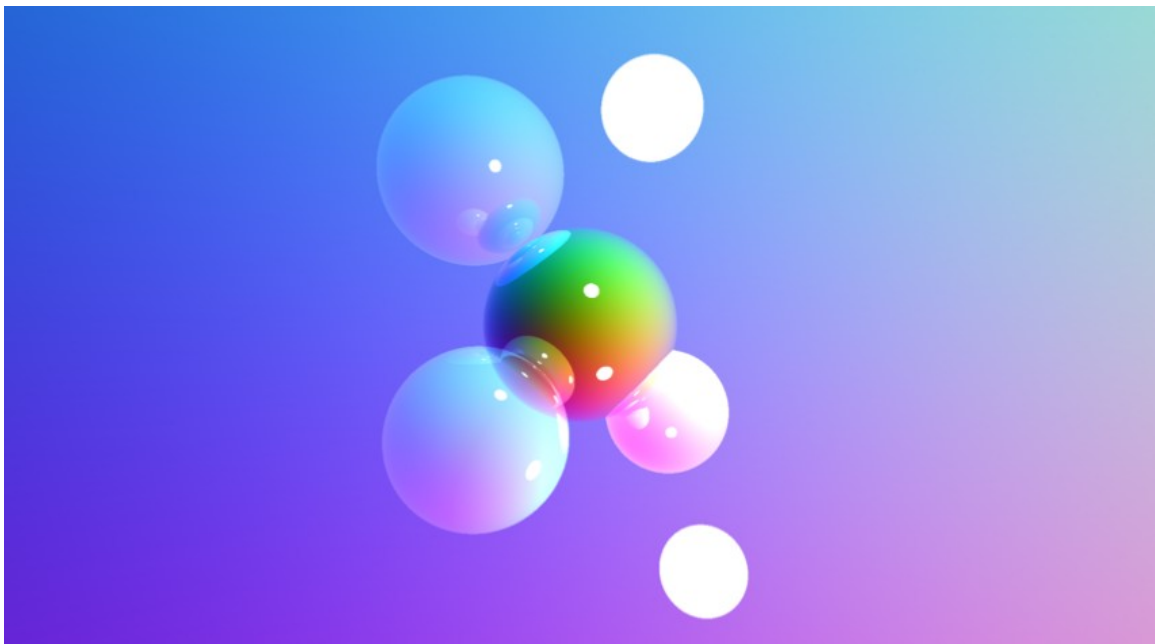
04.04.2024 Kerava

Mikael Korpela