



# Leo Laine

## PROFESSIONAL DEVELOPER

Passionate coder, good team player, seeks resolutions with determination. Solid knowledge of both mobile and web technologies.

## CONTACT

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## PORTFOLIO

[leolaine.wixsite.com/portfolio](https://leolaine.wixsite.com/portfolio)

[www.linkedin.com/in/leolaine](https://www.linkedin.com/in/leolaine)

[github.com/finwave](https://github.com/finwave)

## PROFESSIONAL PROFILE

- Team player with good communication skills
- More than 10 years of experience on software development
- Strong knowledge of HTML, TypeScript, JavaScript, CSS, PHP, API (REST / JSON), C++, C#, Unity and Firebase
- Good knowledge of .NET Core, React, Next.js, jQuery and Java
- Deep understanding of game development
- Natural feeling for gameplay mechanics

## EXPERIENCE

### SENIOR LEAD DEVELOPER

Big Ear Games Ltd Jan 2018 - May 2024

Working as technical lead at Big Ear Games. Implementing new features and maintaining the codebase. C#, TypeScript, JavaScript, Unity, Firebase, XCode, Visual Studio

### WEB DEVELOPER

Huolto Eliitti Oy August 2015 - June 2017

Developing a fully functional and customized online store. HTML, SASS/SCSS, PHP, TypeScript, JavaScript

### SENIOR GAME PROGRAMMER

Tomodomo Oy May 2013 - June 2015

Client side programming with C# and Unity and shipping games to App Store and Google Play.

### JUNIOR GAME PROGRAMMER

Digital Chocolate April 2009 - May 2013

Mobile game programming with Java, development of in-house tools, native iOS game programming with C++, web game programming with Flash and ActionScript.

## EDUCATION

### JAMK UNIVERSITY OF APPLIED SCIENCES

186 / 240 op

Training program of data software engineering was aborted as I left to working life.

### HIGH SCHOOL OF PYHÄJÄRVI

Secondary school graduate  
Graduated in 1999

## LANGUAGES

- Finnish (Native)
- English (Great)