



Aapo Ritvanen

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Portfolio: <https://apetzu.gitlab.io/portfolio/>

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Working experience

Programmer intern	Clever Simulation Entertainment Developing VR/AR games and applications	October 2020 – March 2021
Audio programmer	Ruskatek Oy Developing audio API for Linux	June – August 2019
Game programmer intern	Kainuun Etu Oy Making of a Unity-game workshop	September – November 2015
JA-entrepreneur	Icona NY (JA - Junior Achievement) JA-company offering media services	1.10.2014-7.5.2015

Education

Engineer	Kajaani University of Applied Sciences Bachelor of Engineering Information and Communication Technology (ICT)	2017-2021
Media-assistant	Kainuu Vocational College Associate degree Audiovisual communications	2013-2017
High school	Kajaanin Lukio	2013-2017

Languages

Finnish	Native
English	Fluent written and spoken

Skills

Programming languages	C, C++, C#, Python, Lua, HTML5, CSS, Javascript
Game engines	Unity, Unreal Engine, Defold, Urho3D
Programming libraries and APIs	OpenGL, SDL, OpenCV, Web Audio API, ALSA, Qt
Tools	Git, CMake, Adobe Photoshop, Affinity Photo, FL Studio, Audacity, Microsoft Office
Operating systems	Windows, Linux