



Taavi Korhonen

Programmer

I am an aspiring UI programmer who is also learning shaders. I'm also eager to learn other areas of game programming as well.

My main game engine is Unity, but I also know Unreal Engine and a tiny bit of Godot.

Contact



Email

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LinkedIn

linkedin.com/in/taavi-korhonen/



itch.io

tabbebro.itch.io



Portfolio website

tabbebro.github.io/

Education

2021-2024

Bachelor's Degree in Business Information Technology

Kajaani University of applied sciences

2018-2021

Finnish Matriculation Examination

Lapinlahti upper secondary school

Expertise

- UI/UX
- Shader graph
- C#
- Blueprint (UE)
- Unity
- Unreal Engine

Language

- Finnish - Native
- English - Full Professional Proficiency

Work Experience

January - December 2024

Need More Bullets

UI/Shader programmer

My internship was done for Need More Bullets

I was in charge of making menus which include main menu, pause menu & settings menu.

For settings I made a broad range of useful graphical settings as well as key rebinding settings.

During my time in Need More Bullets I started to learn how to do shaders in Unity.

For the first project I made a hexagonal non tiling ground shader, a simple outline shader and a hologram shader.

And for the second project I have made a Cel/Toon Shader.

Notable Experiences

Mouse Jam 2023

Programmer

I took part in mouse jam 2023 with a couple of my friends. This was a jam hosted by itch.io and a popular streamer Iron Mouse. Time for this jam was a month but because of a reading error on our part. We had to do everything during the last week of the jam.

For this jam we made the game Iron Mice From Hell using Unity & C#. For this game I made the player and the UI.

With our game we placed 5th. out of 33 total participants. Our game was also streamed by Iron Mouse to an audience of over 6000 viewers.

Kamk Summer Course 2023

Programmer

In the Kamk summer course of 2023 I was part of team Rockatana as a UI programmer.

During this course we made the game Sunescape using Unity & C#.

For this project I made the player inventory, the items & level selection screen.

With Sunescape we entered Assembly Summer 2023 Game Development competition.

We got to go visit Assembly with the help of GameCity Kajaani and watch the competition live. We placed 6th. in the competition.

Tabbebro.github.io - Website

As I graduated and started looking for work. so I wanted a better way to show and tell about the projects I have made during my studies at KAMK. And what is a better way to show and tell about what I have done than learn HTML and CSS to make my own website.

The website is currently hosted by github and written 100% by me. The website shows gifs & images of all the bigger projects & jams I have done (Even the unreleased ones).