

## Curriculum Vitae

### Personal Facts

Name	Jari Komppa
Date of birth	July 21, 1975
Place of birth	Helsinki, Finland
Civil status	Common law marriage
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### Education

2004-2008 (projected)  
EVTEK Institute of Technology  
Espoo, Finland  
Studying information technology towards a banchelor of engineering degree.

1996  
Highschool  
Vantaa, Finland  
Highschool graduate

### Work experience

2000 - present  
Fathammer Ltd  
Helsinki, Finland  
Lead Software Engineer  
Main designer and programming lead for Fathammer's multi-platform game engine, X-Forge Core. Responsible for operating system abstraction across WindowsXP, Windows CE, Symbian OS, Palm (Tapwave Zodiac) and portable Linux platforms, as well as several custom embedded platforms. Among other things, core also includes rasterization and the Fathammer 3D API.  
Released games include: Geopod (pocketpc, Nokia S60, Sony-Ericsson P800), Stuntrun (Sony-Ericsson P800), MIB II (Sony-Ericsson P800), Stuntcar Extreme (various platforms), Firehammer (various platforms), Spyhunter (Tapwave Zodiac).

2000  
3Dion Ltd  
Tel-Aviv, Israel  
Senior Software Developer  
Lead for Java-based scripting engine in a massively multiplayer online role playing game engine.

1998 - 2000  
Viherjuuren Verkkoviestintä Oy (nowadays Evia Helsinki)  
Helsinki, Finland  
Programmer/Web Designer  
HTML, DHTML, Java, JavaScript, dynamic web sites using ColdFusion or PHP and SQL databases such as Oracle, Microsoft SQL server and MySQL, screensavers and other multimedia work using Macromedia Director (with Lingo) and Microsoft Visual C++.

## **Languages**

Finnish as a mother tongue, fluent English.

## **Civil service grades**

Digital communications person (second class) and scribe in signal regiment of Riihimäki in Finland, selected as first war-time scribe from signal regiment (mandatory service, 1997)

## **Awards received**

- 4th place at Assembly2005 combined demo competition in 2005  
My role: lead code, design
- 1st place in 'innovation' and 2nd place in 'theme' in Ludum Dare 48h game programming contest, 2004  
My role: solo contest
- 4th place at Assembly2002 combined demo competition in 2002  
My role: Idea, storywriting
- Several 2nd and overall 3rd place in Ludum Dare 48h game programming contest, 2002  
My role: solo contest
- 5th place at flipcode.com programming contest in 2000  
My role: solo contest
- 3rd place at flipcode.com programming contest (twice) in 2000  
My role: solo contest
- 7th place at Assembly2000 combined demo competition in 2000  
My role: all code, graphics, design
- 2nd place at Assembly99 3d-accelerated demo competition in 1999.  
My role: lead code, design
- 1st place at Assembly98 demo competition in 1998.  
My role: lead code, design
- Finalist, discover game programming competition in 1998.  
My role: solo contest
- Best technical implementation, discover game programming competition in 1998.  
My role: solo contest
- 3rd place at Assembly97 demo competition in 1997.  
My role: lead code

## **Professional memberships**

IGDA, IOL (Finnish engineering student's union)

## **Hobbies**

Computing, English literature.  
Extensive programming hobby since 1988.