

Curriculum Vitae

Personal Facts

Name	Jari Komppa
Date of birth	July 21, 1975
Place of birth	Helsinki, Finland
Civil status	Married
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Education

2004-2008

EVTEK Institute of Technology
Espoo, Finland

Bachelor of Engineering (Insinööri (AMK) in Finnish)

Several overkill school projects. Highlights include GalaXQL (an interactive SQL tutorial featuring a 3d rendered galaxy), 8051 simulator (which replaced the school's old one in classroom use), and the final year project Atanua (real-time logic simulator for educational purposes).

Work experience

2006 – present

AMD Finland, formerly ATI Technologies (Finland)
Espoo, Finland

Senior Software Development Engineer

OpenGL ES 2.0 driver development (ATI was acquired by AMD).

2000 - 2006

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. X-Forge Core includes application framework, audio, 2d and 3d graphics, virtual filesystem, etc.

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.

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 entries to Ludum Dare 48h game programming contests since 2002 with various placings
My role: solo contest
- 5th and two 3rd place winnings at flipcode.com programming contest 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

IOL (Finnish engineering student's union)

Hobbies

Computing, English literature.
Extensive programming hobby since 1988.