

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

2009 – present

Qualcomm Oy

Espoo, Finland

Engineer, Senior

OpenGL ES 2.0 driver development (via handheld technology acquisition by Qualcomm).

2006 – 2009

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.

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

Did just about everything related to web back then.

Languages

Finnish as a mother tongue, fluent English.

Awards received

- 1st place in Text Mode Demo Competition 11 in 2008
My role: code, design
- 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

UIL (Finnish engineers' union)

Hobbies

Computing, English literature.
Extensive programming hobby since 1988.