

## 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 University of Applied Sciences - 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

2011 - present

Siru Innovations Oy - Ulvila, Finland

Senior Staff Engineer

Various software and hardware development and research related tasks on graphics hardware.

2006 - 2011

Qualcomm Oy, formerly AMD Finland, formerly ATI Technologies (Finland) - Espoo, Finland

Engineer, Senior

OpenGL ES 2.0 driver development (AMD bought ATI, AMD sold handheld technology to Qualcomm).

2010

Helsinki Metropolia University of Applied Sciences - Espoo, Finland

Guest Lecturer

Designed, wrote and presented course on "Practical Game Programming". Evening lectures in English.

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 (later 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

<i>Position</i>	<i>Contest</i>	<i>Year</i>	<i>Role</i>
1st	Text Mode Demo Competition 15	2012	code, design
1st	Text Mode Demo Competition 11	2008	code, design
4th	Assembly2005 combined demo competition	2005	lead code, design
1st place 'innovation' 2nd place 'theme'	Ludum Dare 48h game programming contest	2004	solo contest
4th	Assembly2002 combined demo competition	2002	Idea, storywriting
7th	Assembly2000 combined demo competition	2000	all code, graphics, design
2nd	Assembly99 3d-accelerated demo competition	1999	lead code, design
1st	Assembly98 demo competition	1998	lead code, design
3rd	Assembly97 demo competition	1997	lead code

In addition, various placings in online programming contests, including many Ludum Dare games.

## Hobbies

Computing, English literature.

Extensive programming hobby since 1988.

Various computer-related hobbies including writing, graphics, music, etc.

## Selected hobby projects

I have done (and do) lots of various hobby projects more or less related to computers. Some of the more high-profile include:

- Ported Remedy's Death Rally from DOS to Windows, published report on the process in Game Developer Magazine. [http://iki.fi/sol/dr\\_gdm.html](http://iki.fi/sol/dr_gdm.html)
- Designed and coded game for Heureka (The Finnish Science Centre) "move and play" exhibition (Other people did hardware design & implementation).
- [http://www.heureka.fi/portal/englanti/travelling\\_exhibitions/exhibitions/move\\_and\\_play/](http://www.heureka.fi/portal/englanti/travelling_exhibitions/exhibitions/move_and_play/)
- Written (and writing) various programming and related tutorials – <http://iki.fi/sol/tutorials.html>
- Written (and writing) a bunch of small games - <http://iki.fi/sol/games.html>
- Have mentored several beginner programmers online; even visited the wedding of one.
- Experimented a lot with text as art, including organizing a text mode demo competition for over a decade. <http://iki.fi/sol/textfx/>
- Designed and built a free, easy to use audio engine <http://soloud-audio.com/>