

Oskari Nousiainen

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19.07.1991



Education

- 2011–2019 **DI**, *Aalto University, School of Science, Espoo, Computer Science.*
Master of Science, major in media technology, focus on high performance interactive systems, thesis on voxel graphics
Bachelor of Science, major in mathematics, physics and computational theory, focus on graphics and programming languages, thesis on VR headsets
- 2007–2010 **Gymnasium**, *Savonlinnan Lyseon Lukio*, Savonlinna, .

Work Experience

- 6.2016– **Programmer**, *Frozenbyte Oy*, Helsinki.
Programming video games: Has-Been Heroes, Boreal Blade, Starbase
Graphical user interfaces, input handling, networking and matchmaking, console ports
- 9.2015– **Teaching Assistant**, *Aalto University*, Espoo.
5.2016 Teaching programming basics with Scala.
- 5.2015– **Research Assistant**, *Helsinki Institute of Information Technology*, Espoo.
9.2015 Implementing PoC of reduced chain certificate authentication system
- 9.2013– **Teaching Assistant**, *Aalto University*, Espoo.
5.2015 Teaching programming basics with Scala.
- 6.2013– **Maintenance tool developer**, *Nokia solutions and networks*, Espoo.
8.2013 Bash and python scripting to diagnose error situations on mobile networks operating hardware and software.
Data collecting and analysing, optimisation of Bash code.
- 9.2012– **Course Assistant**, *Aalto University*, Espoo.
5.2013 Teaching programming basics with Python.
- 7.2011– **Machine maintenance**, *UPM Kymmene*, Savonlinna.
8.2011 Assistant in plywood production line machine repairing department, painting machines.

Languages

Finnish	Native	
English	Fluent	<i>Language course at Malta in 2009</i>
Swedish	Basics	
Japanese	Basics	<i>Two years at university</i>
German	Basics	<i>Three years at gymnasium</i>

Computer skills

C++	Computer graphics, computer and console games, immediate mode graphical user interfaces, input handling, socket level networking, some cuda
Python	From data analysing and shell scripts to user interfaces, flash web servers
Scala	User interfaces, small games, scripting
Clojure	Text interfaces, small games, algorithms and mathematics
C	S-Expression parsing and embedded system analysing, simple SMTP server
C#	As much as needed with Unity
Assembly languages	I can write NASM and read couple architecture specific assembly languages
Shader languages	Graphics and computation, pipeline creation with OpenGL, Vulkan
Other languages	Ruby, Javascript, Java
Operating Systems	Maintenance tasks and command line working in Unix and Windows systems, building programs for these and Android
Version Control	Git and SVN in 5-200 person projects
Game Engines	C++ libraries, Small projects in Unity and Unreal, Frozenbyte's in-house engine

Interests

Martial Arts	Taught judo from 2005 to 2010
Tinkering	Taking apart and putting together small electric devices
Brewing	Brewed award (Tietokillan Kotikeittoiset) winning honey wine, beer for Frozenbyte's internal parties

Other

- o Treasurer, Tietokilta ry, 2012
- o Master of Culture and Sports, Tietokilta ry, 2013
- o Master of Internal Affairs, Tietokilta ry, 2014
- o Chairperson, OUBS ry, 2013-2014
- o Treasurer, OUBS ry, 2014-2015
- o Member of Board, OUBS ry, 2015-2016
- o Military Service, Squad Leader, Ballistics Calculator, 2010-2011