



Valtteri Vine

Game Developer & Software Development Student • **Godot 4 / GDScript**

Business IT student (BBA, Haaga-Helia, software development) building the roguelike game **AXEL** solo in Godot 4: programming, game design, art, music and release. Strengths: testable architecture, automated testing and AI-assisted development, backed by audiovisual production, entrepreneurship and B2B sales. Seeking a Game Developer Trainee role or an IT project management trainee position that can host my bachelor's thesis.

GAME PROJECT

AXEL • roguelike, horror-noir • solo developer

05/2026 - present

Godot 4.7 • GDScript • Git/GitHub • playable prototype (attached)

- **Combat:** slot-machine-based 5x5 grid with line wins, wilds, cascades with a multiplier, three special abilities and a bonus round chain. Deterministic seeded RNG makes combat reproducible and testable.
- **World:** 7 explorable areas, scene transitions, rarity-tiered loot system, random encounters, map travel and multiple endings.
- **UI, saving & audio:** menus, persistent settings, HUD, item wheel, CRT/glitch post-processing, 3 save slots, separate music and SFX systems.
- **Quality & architecture:** automated headless tests (determinism, settings, pause, menus); narrative and combat layers decoupled for testability; playtesting with issues logged as fix plans.
- **Workflow:** AI-assisted development (Claude Code, Cursor) in research, plan and implement phases; Git, documentation and changelog. Also pixel art, music (FL Studio) and publishing.

Godot 4 GDScript Game Design Roguelike Headless Testing Deterministic RNG
Git AI-assisted Development

EXPERIENCE

Entrepreneur: video, podcast & photo production • vinet0.com

2019 - present

- End-to-end ownership of client projects from sales to delivery; hired and directed assistants.
- Clients: Gorilla Capital, Flyggit Oy, Seela Sijaishuolto, Kwizie. Podcast series editing and audio post-production (DaVinci Resolve).

B2B Sales & Marketing • Kwizie (AI startup)

10/2024 - 12/2024

Lead generation, sales pipeline and marketing for an AI-powered training video platform.

AI Trainee, training data annotation • Curious AI Ltd

05-06/2019, 09-10/2019

Machine learning training data QA: corrected extracted data on 10,000+ receipts and invoices.

Sales Associate • Osk. Rajala Oy, Rajala Pro Shop

06/2023 - 08/2023

Technical sales and customer advice on camera and video equipment.

B2B Telemarketer • Ignis Oy (Trainers' House)

04/2021 - 04/2022

Outbound prospecting and booking meetings with company decision-makers.

Consript Graphic Designer, Corporal • Coastal Brigade

02/2020 - 11/2020

Graphic design; awarded the Coastal Brigade unit cross.

Customer Service & Hospitality • Ruusula Bowling, Finnkino, HOK-Elanto, Barona

2022 - 2025

Customer service and teamwork in fast-paced settings; also bowling lane machinery maintenance.

EDUCATION

Bachelor of Business Administration, Business IT • Haaga-Helia UAS

08/2025 - ongoing

Software development: Java, JavaScript, Python, databases, software projects.

Film and Television Production • Laajasalo College

08/2023 - 05/2024

Matriculation Examination • Kallio Upper Secondary School of Arts

08/2016 - 12/2019

CONTACT

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SKILLS

PROGRAMMING

GDScript, Java, JavaScript, Python

GAME DEVELOPMENT

Godot 4, game mechanics, game design, UI/HUD, save systems, procedural randomness

TOOLS

Git, GitHub, VS Code, Claude Code, Cursor

PRACTICES

automated testing, headless tests, AI-assisted development, version control, documentation, playtesting

ART & AUDIO

pixel art, Affinity Photo/Designer, Photoshop, Lightroom, FL Studio

VIDEO

DaVinci Resolve, Premiere Pro, Vegas

OTHER

project management, teamwork, B2B sales, customer service, entrepreneurship

LANGUAGES

Finnish	native
English	fluent
Swedish	basic

REFERENCES

Markus Halttunen
Juuso Vermasheinä
Mari Luukkainen
Game development mentors. Contact details on request.