

# LEENA

# JARVENPAA

## UI Developer

### PROFILE

I have been working as a UI Developer in games since the summer 2022. My focus lies in solving UI and UX problems, with a particular passion for enhancing accessibility in games and encouraging its implementation. I actively participate in events and talks to boost my knowledge and skills in these areas.

I studied Game Design and Development at Greenwich University, where I built a comprehensive understanding of game and VR development, gameplay programming, and conducting academic research on player experience. Additionally, I possess several years of experience in retail management, which has developed my communication, organisational management, and leadership abilities.

### SKILLS

Coherent Gameface	Unity
Unreal Engine	VR Development
Visual Studio	Blueprint
Shader Graph	Maya
Blender	3Ds Max
Photoshop	AfterEffects
InDesign	Microsoft office 365

### PROGRAMMING LANGUAGES

C#, TypeScript, Sass, Css, Html  
JavaScript, C++

### SPOKEN LANGUAGES

Finnish Native  
English Fluent  
Japanese Elementary

### EDUCATION

UNIVERSITY OF GREENWICH, 2019- 2022  
Games Design and Development (BSC, Hons),  
VR endorsement Classification: First Class  
Honours

RAISIO COMMERCIAL COLLEGE, FINLAND  
2008- 2011  
Vocational Qualification in Business and  
Administration



[Portfolio](#)



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### LATEST WORK EXPERINECE

UI DEVELOPER, Frontier Developments, UK, August 2022 – Current

Released Projects: [Warhammer, Age of Sigmar: Realms of Ruin](#)

**Job overview:** Creating functional UI components based on given designs and briefs. Providing feedback and planning technical implementation of various elements. Furthermore, I collaborated closely with the management to enhance the game's accessibility. As a result, we incorporated features like HUD scaling, readable font, colourblind settings, and control remapping.

UI DEVELOPER, ARTIST, Nerd Agency, UK, May 2022- June 2022

Released Projects: [Wunderkidz, Hop Hop Ninja](#)

**Job overview:** Contractor role tasked to complete four mobile game projects. Designing, creating or sourcing, and implementing art assets for the game projects. The designs were made to a brief by the management. The role also included working closely and supporting the programmer to ensure good functionality of the UI.

FREELANCE CONTRACTOR, University of Greenwich, UK, Oct 2021  
Assistant in an interactive Unity art project by the School of Design.

**Job overview:** Iterative AI programming based on the client's request. Creating interactive character animations with Unity animations and animator while cleaning up the project and optimising existing elements.

### PERSONAL PROJECTS

You can find detailed description of each project in my [portfolio](#).

[FINDING HOOMAN](#) (Unreal, Blueprint)

University group project. My responsibilities were accessibility focused UI and UX design, as well as UI programming using Blueprint. I also designed the level and worked closely with the artists to plan all required assets.

[THE TOMB - VR PUZZLE GAME](#) (Unity, C#)

University group project. My responsibilities were level design, concept art, 3D modelling and texturing, implementation of two puzzles as well as designing and programming the UI.

[3D DRAG AND DROP INVENTORY](#) (Unity, C#)

Created for a University Game Jam project. Repository and demonstration available [here](#).

[PUZZLE OUT - GAME PROTOTYPE](#) (Unity, C#, Maya, Blender)

Individual project. First level of a horror puzzle game published in [itch.io](#).



## OTHER WORK EXPERIENCE

**STORE MANAGER, True Religion Jeans**, UK Jul 2018- Feb 2019

**Job overview:** Managing a flagship store in central London. Main responsibilities included creating quarterly business plans and ensuring set goals are met. Communicating feedback and sales to the head office, holding disciplinary hearings, and overseeing hiring.

**ASSISTANT STORE MANAGER, True Religion Jeans** Nov 2017- Jun 2018

**Job overview:** Supporting the store manager with hiring, scheduling, and training team to provide the expected level of service to all customers. Setting up promotions within set time limits.

**SUPERVISOR, Tommy Hilfiger**, UK Jun 2017- Nov 2017

**Job overview:** Supporting senior management on a day-to-day routine, supervising the shop floor, planning and organising training for team members. Also hiring new staff, planning work schedules, and supervising stocktakes.

**CUSTOMER SERVICE SPECIALIST, Mr green LTD**, Malta Sep 2016- Apr 2017

**Job overview:** Taking multiple chats, phone calls and handling emails from customers focusing on the Finnish market using the Salesforce platform.

## ACTIVITIES

- Develop Brighton 2021, 2022 and 2023
- IGDA Game Accessibility Conference, GAconf 2022 and 2023
- GameDev.Tv: Unreal 4.22 C++ Developer course
- Pocket Gamer Connects London 2022.
- Global Game Jam 2021 and 2022, more details of the 22 game available in my [portfolio](#).
- Grux Online
- Video game user research and UX conference
- Active member of London Unity User group (LUUG)
- University of Greenwich Student Representative 2019- 2022
- Industry talks with speakers such as Max Pears, Oliver Twins, Moving Picture Company and Michael Morgan.
- Game Development Society Vice-Chairperson and Social media manager 2020/21
- Purrposeful Game Jam 2020 as a 2D artist, Available [here](#).

## HOBBIES

- **Gaming**, I have grown up playing the Legend of Zelda and Final Fantasy franchises. Currently, some of my favourite game titles are Baldur's Gate, God of War, Assassin's Creed, BioShock and Horizon. Fantasy RPGs are my go-to, but I do find interests in all genres.
- **Art**, traditional artist transferring skills to 3D modelling and digital art, example of my work on right.
- **Travelling**, I am enthusiastic about different cultures, and I wish to learn about as many cultures and countries as possible.- Reading, mainly fantasy and crime books, manga and non-fiction.
- **Gym and Yoga**