

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com



ANTTI KOLEHMAINEN

Software Architect, Creative Director, Founder

Parta Games Oy, Herralantie 1B, 77600 Suonenjoki

PHONE: +358 44 559 8263

E-MAIL: antti@partagames.com

Online profile: <http://www.partagames.com/anttikole-resume>

Skills

Software Design & Architecture

Over 20 years of experience architecting robust, high-performance software across business, gaming, entertainment and mobile industries. Skilled in full lifecycle design and development, cross-industry solutions, agile delivery, DevOps and CI/CD pipelines, testing excellence, and time-to-market optimization. Deeply committed to user-centric design and a quality-over-quantity mindset that drives sustainable, high-impact software solutions.

Programming & Software Development

Over 20 years of experience developing robust, scalable applications across multiple platforms and technology stacks. Proficient in a wide range of languages, frameworks, and tools, with deep experience in both client and server-side development.

Core Languages (in order of proficiency):

C#, Python, TypeScript/JavaScript, Groovy, Java, Objective-C, C++

Frameworks & Tools (in non-specific order):

Unity3D, .NET, React.js, Node.js, Spring Framework/Boot, EJB/JPA, Hibernate, Apache, Gradle, Maven, Jenkins, Rider, IntelliJ IDEA, Android Studio, Visual Studio, VSCode, Xcode

Databases

MongoDB, PostgreSQL, MySQL

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com



AI & Automation:

Claude Code, GitHub Copilot, ChatGPT

Target Platforms:

Web, PC desktop (Steam), iPhone, Android, Nintendo Switch

Adaptability & Learning:

Highly adaptable and quick to master new user requirements, software, frameworks, and technology stacks. I thrive on challenges and enjoy learning new tools and environments to deliver solutions fast and efficiently.

Art Direction and UI/UX design

Extensive experience designing user-centric interfaces for internal business software, with a strong focus on aligning user intent with visually pleasing, effective, and intuitive designs.

Led the art direction for multiple successful video games, creating game UIs, interactive visuals, and entertainment-adjacent products.

Tools & Software:

Adobe Photoshop, Affinity Photo, Aseprite, Blender3D, Miro, Adobe XD, Unity3D, Game UI Database

Product Development & Business

I have good eyes and ears for user experience and polish. I value the end-user highly and it's extremely important to me that all products I have my name on have a discernibly high quality and good user experience. I'm currently in charge of Parta Games' business development, for example managing contracts and contacts with third parties and store vendors like the App Store & Google Play.

Experience

CEO, Founder, Creative Director, Tech Lead

Parta Games Oy

2015 - Present

Video game design and development with Unity3D for Windows/macOS, Nintendo Switch, PS5, Android, iOS, Apple TV platforms. Lead director of game and traditional software design and tech: creative, design, tech, team management, devops

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com



Senior Programmer

Futuremark Oy

2013 - 2015

Full stack game-adjacent software development with Java (Spring Framework) and .NET technologies. Android, iOS and Windows app development. Software architect. Scrum Master. DevOps.

Senior System Designer

Samcom Oy, later Samlink Oy

2010 - 2013

System design and development with Java EE technologies focusing on the health care sector. Software architect and technical project lead. Scrum Master. DevOps.

Software Designer

Abakus Ohjelmistot Oy

October 2007 - January 2010

Design and development of custom ERP and CRM system products using Java EE technologies.

Notable Projects

Choppa: Rescue Rivals

Saturday morning anime inspired helicopter rescue adventure with a local multiplayer rescue competition mode.

Role: Creative and Art Director, Senior Game Developer, Team Lead, DevOps

Key highlights:

- Spearheaded development of the ambitious sequel to the studio's biggest hit
- Leading art direction and technical art
- Developed and designed many of the game's standout features: a game built to surprise at every turn

Technologies: Unity, C#, Rewired, Jenkins CI, Claude code

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com

Platforms: Nintendo Switch, Steam

Release Q2 2026

https://store.steampowered.com/app/1173100/Choppa_Rescue_Rivals/



Turbo Dismount 2

Comedy physics racing sandbox with Mr. Dismount and his friends. It is the officially ambitious sequel to the wildly popular, immensely successful, world-renowned entertainment juggernaut - Turbo Dismount. Reviewed overwhelmingly positive on Steam.

Role: Part of core team as Senior Programmer, DevOps, Mobile port, Game Design Support

Key highlights:

- Built a rare and innovative webcam face replacement feature, players literally become the main character in real time.
- Architected full CI/CD pipeline with concurrent builds and automatic store deployments
- Cracked hard 3D camera, cross-platform controller, and performance optimization challenges

Technologies: Unity, C#, Jenkins CI, Google MediaPipe, Claude code

Platforms: Steam, iOS, Unannounced platforms

Steam Early Access January 2025, Full Release March 2026

https://store.steampowered.com/app/2280350/Turbo_Dismount_2/

Wärtsilä OT Asset Management

2020 - Present

Automated asset discovery and inventory management, creating a centralized dashboard of hardware, firmware, software, and network configurations.

Integrated the platform with cybersecurity monitoring tools to identify vulnerabilities, track configuration changes

Enhanced operational efficiency by providing near-real-time visibility into OT environments, enabling proactive maintenance and reducing unplanned downtime.

Role: Software architect, UI/UX design, development and developer support

Technologies: React.js, Node.js, Serverless, Python, FastAPI, AWS Lambda, MongoDB, S3, IaC

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com



Wärtsilä Booster

2018-2019

Booster 2.0, a visualisation tool for factory data.

Role: Senior Programmer

Technologies: Java Play Framework, Angular, EBean

DigiCC COCO (University of Jyväskylä)

2018

DigiCC team's COCO software system

Role: Software architect and programmer, design and integration of third party service APIs

Medals of War

2017-2018 Nitro Games Oyj

Game client and backend development for a F2P mobile game.

Role: Game Developer

Technologies: Unity, C#, Node.js, Express

Platforms: iOS, Android

Choppa

F2P mobile arcade game by Parta Games. Released April 2016, 4 million downloads with a highly acclaimed rating 4.2/5

Platforms: iOS, tvOS, Android, Steam (PC/Mac)

<https://apps.apple.com/us/app/choppa/id1063637102>

3DMark – The Gamer's Benchmark

2013-2015

Role: Software development, client and backend

Platforms: Windows, iOS, Android

<http://www.futuremark.com/benchmarks/3dmark/all>

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com



PCMark 8 Desktop & PCMark Mobile products

2013-2015

Role: Software development, client and backend

Platforms: Windows, Android

<http://www.futuremark.com/benchmarks/pcmark8>

<http://www.futuremark.com/benchmarks/pcmark-android>

PlusTerveys, Patient Information System

2010-2012

Modernized a large, business-critical patient information platform used in a regulated environment.

Role: Software architect & Scrum Master

Platforms: Web

Technologies: Java EE, Java, Javascript, SQL

Education

Bachelor of Business Information Systems

Jyväskylä University of Applied Sciences

2005 – 2009

About me

I am a creative and versatile full-stack software developer and entrepreneur with over 20 years of experience in web, desktop, and mobile applications across diverse industries. I started my career building Java-based web applications and have since expanded my expertise to real-time video game and entertainment software development, while dabbling in native Android and iOS apps and .NET desktop solutions.

My vast experience includes working as a tech lead on complex projects such as patient information systems for private Finnish healthcare, and developing gaming-related benchmark applications at Futuremark. I thrive on learning new technologies and enjoy tackling projects that challenge my skills across multiple platforms. Combining my technical background with a business-oriented education and entrepreneurship, I have a strong understanding of both software development and the business and marketing aspects of game and software projects.

In 2015, following my true passion, I co-founded the game studio Parta Games Oy, where I currently serve as CEO/Founder, Creative and Technical Director and game developer. Our

Parta Games Oy

Herralantie 1B, 77600 Suonenjoki

+358 44 559 82 63

Contact: antti@partagames.com



most popular title, Choppa, has achieved over 4 million downloads and we are currently developing a bigger, more ambitious sequel, scheduled to launch in 2026 on Nintendo Switch and PC/Steam.

Language

- Native language is Finnish
- Excellent written and good spoken English
- Basic Swedish

Links

Parta Games "player profile" <http://www.partagames.com/anttikole-resume>

LinkedIn <https://www.linkedin.com/in/anttikolehmainen>