Curriculum Vitae

Personal Facts

Name	Jari Komppa	Phone	+358-50-512-4501
Date of birth	July 21, 1975	Web site	http://iki.fi/sol/
Place of birth	Helsinki, Finland	EMail	sol at iki . fi
Civil status	Married	Social media	Sol_HSA
Address	Alingåsinkatu 6		
	10300 Karjaa		
	Finland		

Education

2004-2008
EVTEK University of Applied Sciences - Espoo, Finland
Bachelor of Engineering (Insinööri (AMK) in Finnish)
Several overkill school projects. Hilights 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

2022 - present
Intel Finland
Staff Engineer
Graphics hardware related tasks.

2011 - 2022
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

Position	Contest	Year	Role
1st	Text Mode Demo Contest 20	2017	code, design
2nd	Text Mode Demo Contest 19	2016	code, design
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
- 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_/
- 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/
- Built a virtual modular synthesizer with user interface of a spreadsheet: https://sol-hsa.itch.io/sassy
- Various tech projects on the 8 bit retro computer ZX Spectrum Next.