Timo Kujansuu

Front-end developer

Hamburg, Germany
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Portfolio site
Github

SUMMARY

Junior web developer with a background in concept art and 3D in video games. Proficient with HTML, CSS, JavaScript and React with a focus on front-end development.

EMPLOYMENT HISTORY

Fishlabs GmbH, Hamburg — *Senior concept artist*

October 2018 - November 2023

- Sped up asset and level creation production by providing 3d blockouts and textures in addition to concept designs.
- Produced animated storyboards for cutscenes and cinematics to help the cinematics team.

Crytek GmbH, Frankfurt — *Concept artist, Marketing artist*

July 2007 - September 2017

- Helped new projects by providing initial visual exploration.
- Provided assistance to the marketing team whenever marketing assets needed to be produced..

Crytek GmbH, Frankfurt — *3d artist*

July 2000 - June 2007

- Designed and built level assets as well as modular asset sets in collaboration with level designers to make production smoother.

EDUCATION

Careerfoundry Full-Stack Program

December 2024 - April 2025

- Completed project-based web development program that focused on HTML, CSS, JavaScript, React, Node/Express, MongoDb and other technologies.

WEB DEVELOPMENT PROJECTS

Movie Database

- Created a full-stack React app for viewing movie information and trailers with a MongoDb database, Node/Express API and Redux.

Meet App

- Created an app for searching and scheduling events using serverless functions, OAuth2, and test-driven development practices.

Link to my portfolio for details on all projects

SKILLS

HTML, CSS, JavaScript

React, Redux

Bootstrap

API with Node/Express

MongoDb, Mongoose

Firebase

OTHER SKILLS

Basic Git operations

Visual Studio Code

Postman

React Testing Library

Jest-Cucumber

Puppeteer

Photoshop

Blender

LANGUAGES

English (fluent)

German (intermediate)

Finnish (native)