

## Languages

Finnish


English

## Contact information

+358 44 282 6088

oskari.aha@gmail.com

Kerava

 [Github](#)

## Education

### Lehtikuusen peruskoulu

I finished my basic education in a math based class 2014-2023

### Business College Helsinki

I'm currently finishing up my studies at Business College Helsinki with a double degree with extended mathematics 2023-2026

## Skills and strengths

- Coding: C#, C++, HTML, CSS, Python, Unity, GO and C
- Mathematics
- IT-skills: Excel, Word, Powerpoint and Windows.
- Team work
- perseverance
- Fast learning

# Oskari Aho

ICT student



## About me

I'm Oskari Aho, an 18-year old ICT student aspiring to become a software engineer. On my free time I like to code, study and build my own projects. My current coding projects include C and GO as I'm learning those languages.

## Experience

- |            |  |
|------------|--|
| 26.05.2025 | <b>Software developer   Mandatory Trainings Oy</b>   |
| -          | This project took place in the fall of 2025, where I had to continue the development of a VR simulation along side my co worker. We used Unity and C# for this project   |
| 11.12.2025 |  |
| 6 months   | <ul style="list-style-type: none"><li>Updating the project to the newest Unity version</li><li>Continuing development</li><li>Documentation</li></ul>  |
| 25.03.2024 | <b>Junior programmer   Odysseus Vantaa</b>   |
| -          | Me and 2 of my co workers finished this project during the summer of 2024, where we built a game in Unity using C# for an upcoming LARP. My part of the game consisted of building a console within Unity that would accept certain commands and move the player character the given amount. |
| 25.06.2024 |  |
| 3 months   | <ul style="list-style-type: none"><li>Unity / C# programming</li><li>Learning and using Github</li><li>Prop building and painting</li></ul>  |

## Other experiences

I have done a lot of my own projects, which include but are not limited to:

- Discord bot development
- Many own projects, that include games, save systems and algorithms (SQL, C#, Unity, C, C++, GO and python)
- Procedural generation (C)
- Game jam game "Kyber Kittens" (Unity, C#)  
[Kyber Kittens](#)
- API development (Python)
- OS development with 3 other people (using Assembly and C)