



Sebastian Poutanen
Game Designer and Developer

Contact Info

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My Portfolio: <https://www.sebastianpoutanendev.com/projects>

I'm in my final-year Bachelor of Games and Interactive Environments student at QUT, majoring in Game Design, with a strong foundation in game systems, level design, and prototyping using Unity and Unreal Engine. Passionate about creating meaningful player experiences and building projects from the ground up. Active contributor to team-based game projects, game jams, and mentoring new developers. Strong growth mindset, recent years marked by rapid skill development and deeper creative confidence.

Highlight Projects

Grit and Glory (In Progress Capstone Project – Unreal Engine)

Role: Game Designer / Producer / VFX / UI Development / Sound Implementation

- Designing the core gameplay mechanics and overarching systems
- Project management through burn-down charts and task organisation
- Collaborating with a cross-disciplinary team in an agile workflow
- Focused on player feedback loops, polish, and gameplay feel
- Stepped into underdeveloped areas, UI, sound, and VFX implementation in Unreal, to support the team and ensure project momentum where expertise was lacking

Turtle Trials (Unity – QUT: IGB200)

Role: Lead Developer

- Developed the majority of the game, including systems, mechanics, polish and project management
- Designed a sequence of obstacle-based challenges focused on timing and movement
- Worked closely with the team to fine-tune player controls and progression
- Balanced level difficulty and iterated based on playtester feedback
- Lead communications with our client DES Queensland
- Showcased the project for the IT and Games Showcase at QUT

tANTrum – VR Tower Defense (Unity – QUT: IGB388)

Role: Gameplay Designer / Developer

- Developed for VR, focusing on spatial interaction and intuitive defense mechanics
- Helped design the flow of interactions and solve for VR experience problems
- Integrated a buying system for the towers and focused on polish through additional interactions and VFX.

Education

Queensland University of Technology (QUT)

Bachelor of Games and Interactive Environments
– Game Design Major

Expected Graduation: 2025

- Final capstone project developed in Unreal Engine with a collaborative team
- Focus on development skills, player experience design, iteration and playtesting
- GPA: 5.0

Peer Mentor at QUT

- Guided new students in navigating game dev coursework and tools
- Helped create a welcoming and supportive learning environment
- Provided resources and experience to help problem solve

QUT Game Dev Club Member

- Active in meetups and events
- Regularly participate in collaborative game-making experiences

Units Completed:

Core Units:

- IFB103 - IT Systems Design
- IFB104 - Building IT Systems
- IGB180 - Computer Games Studies
- IGB181 - Game Production and Technology
- CAB201 - Programming Principles
- KNB127 - CGI Foundations

Game Design Major:

- DXB205 - Interactive Narrative Design
- DXB211 - Creative Coding
- IGB100 - Game Studio 1: Mini-Game Development
- IGB200 - Game Studio 2 Applied Game Development
- IGB220 - Fundamentals of Game Design
- IGB300 - Capstone Project (Game Design)
- IGB321 - Immersive Game Level Design
- IGB388 - Design and Development of Immersive Environments

User Experience Minor:

- CAB210 - Use Experience Fundamentals
- CAB310 - Interaction and Experience Design
- CAB230 - Web Computing
- IAB230 - Design of Enterprise IOT

Scriptwriting for Interactive Environments Minor:

- DVB101 - Visual Communication Design
- KNB136 - Visual Storytelling: Production Design
- KNB137 - Digital Worlds
- KPB116 - Introduction to Screenwriting

Technical Skills

Unity

- Proficient in 2D and 3D workflows, with experience designing and coding for both spaces
- Skilled in URP for stylised visuals, using Shader Graph and VFX Graph for custom effects
- Developed dynamic systems and gameplay features using C# and object-oriented programming (OOP) principles
- Experienced with sequencing tools, animation blending, and visual scripting
- Strong understanding of gameplay programming, player control systems, and UI integration

Unreal Engine

- Working knowledge of Blueprints for gameplay scripting
- Experience with MetaSounds, Niagara VFX, and basic lighting experimentation
- Developed and implemented UI Widgets and menus
- Applied agile practices within Unreal-based team projects (capstone)

General Tools & Workflow

- Version control with GitHub
- Project management with Trello, HacknPlan, and burn-down charts
- Visual tools: Aseprite, Photoshop/Krita
- Data tools: Google Sheets, Apps Script, Microsoft Forms and Google Forms
- Documentation: Diagrams with Miro, Game Design Documents and Feature Spec Docs.

References:

Dr. Cody Phillips

Senior Lecturer at QUT

My peer mentoring coordinator for IGB100 at QUT

Email me for contact details.

Christopher Chesher

A contact from the Department of Environment and Science (DES) Queensland.

My client for IGB200 at QUT

Email me for contact details.