

Eetu Mahlakaarto

Game Programmer & 3D Artist

Helsinki, Finland | Email: eetu.mahlakaarto@gmail.com | Portfolio: emahlaka.github.io/Sappyeddies/
Itch.io: sappyeddie.itch.io/ | LinkedIn: linkedin.com/in/eetu-mahlakaarto-0a1575349/

Game programmer and 3D artist studying XR Design at Metropolia University of Applied Sciences. Develops and maintains Minecraft mods with 630k+ total downloads on CurseForge and Modrinth, builds VR and flat screen games in Unreal Engine 5 and Unity, and takes commissions for custom 3D avatars and VTuber models.

TECHNICAL SKILLS

Engines & Environments	Unreal Engine 5 (C++/Blueprints), Unity (C#), Wonderland Engine, Minecraft Modding Environments
Languages & Formats	Java, C++, C#, HTML, CSS, JSON, NBT/Data Components, Git
3D Art & Pipelines	Blockbench (Low-Poly Modeling), Blender (Environment, Stylized, Character/Avatar Models, Rigging, Weight Painting), Substance Painter (PBR Texturing), GeckoLib

PROGRAMMING & MOD DEVELOPMENT EXPERIENCE

Game Programmer & Mod Developer April 2023 – Present
Independent / Self-Employed | Helsinki, Finland

- **Minecraft Modding (Java):** Develops and maintains open-source mods on CurseForge and Modrinth, including *Simply Tents* (468k+ downloads). Mods run on Fabric, Forge, and NeoForge using shared cross-loader code.
- **Data & Inventory Serialization:** Handled NBT and Data Component serialization to preserve item color parameters and sub-inventories in block entities across world save and load.
- **Networking & Synchronization:** Implemented client-server packet handling to sync entity scale, bounding boxes, and camera position in real time across multiple clients (e.g., *Cobblemon: Synchro Machine*).
- **Unreal Engine 5 VR & Flat Screen Development:** Built and published VR and flat screen games in C++ and Blueprints on itch.io (*NovaRun* series). Implemented zero-gravity movement, device input mapping for Meta Quest, Valve Index, and Vive, and procedural level generation.

TECHNICAL 3D ART EXPERIENCE

Freelance 3D Technical Artist November 2022 – Present
Independent Commission Pipeline | Remote

- **Asset Production:** Created low-poly Minecraft assets in Blockbench and environment, stylized, and character/avatar models in Blender across multiple visual styles.
- **Rigging & Weight Painting:** Built character armatures and performed manual weight painting in Blender, targeting standard tracking limits for VRChat and VTuber platforms.
- **Performance Optimization:** Kept poly counts, texture sizes, and draw calls within budget for PC and standalone Meta Quest targets.

EDUCATION

Metropolia University of Applied Sciences

Bachelor of Culture and Arts – XR Design | Helsinki, Finland

2023 – 2027 (Expected)

Keski-Uudenmaan koulutuskuntayhtymä Keuda

Vocational Upper Secondary Qualification, Photography | Finland

2015 – 2018

Perho Liiketalousopisto Oy

Vocational Upper Secondary Qualification, Business | Finland

Concluded