

Timo Heikkilä, Unity Developer

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LINKS

[LinkedIn](#), [Github](#), [Portfolio](#)

PROFILE

Experienced Unity VR Developer based in Berlin with 4+ years of hands-on work in 30+ immersive applications and games. Specialized in building, prototyping, optimizing, and shipping interactive 3D/VR experiences across multiple platforms and devices. Strong focus on performance, clean C# architecture, and close collaboration with designers, artists, and producers.

EMPLOYMENT HISTORY

Jul 2022 — Present

Unity VR Developer, INVR.SPACE GmbH

Berlin, Germany

- Developed and shipped Unity-based VR applications and games for multiple platforms and devices, from prototype to delivery.
- Implemented VR interactions, UI, and locomotion systems with a strong focus on comfort and accessibility.
- Collaborated closely with artists, designers, programmers, and producers to turn client and product requirements into polished VR experiences.
- Profiled and optimized rendering and runtime performance across projects, improving framerate stability and overall responsiveness.
- Tested, debugged, and refined features based on user feedback, helping improve quality and UX.
- Researched and implemented new workflows, and technical solutions to improve project quality and efficiency.

Oct 2021 — Mar 2022

Unity VR Developer, Triple Take Games

Helsinki, Finland

As part of my internship at Haaga-Helia, I temporarily founded a company to create a VR multiplayer game with various features and challenges.

- Designed and implemented VR minigames and interaction mechanics focused on player engagement and usability.
- Improved gameplay flow and comfort by refining interactions and applying VR best practices to reduce motion discomfort.
- Optimized and refactored project code to improve maintainability, performance, and iteration speed.
- Built internal tools and development utilities to support the production workflow.

EDUCATION

Aug 2018 — Mar 2022

Bachelor of Business Administration: Business Information
Technology, Haaga-Helia University of Applied Sciences

Helsinki

Majored in Software Development

LANGUAGES

Finnish	Native speaker	French	B1
English	C2	German	A2
Swedish	B1		

SKILLS

- Coding: C#, C++, JavaScript, SQL
- Engines/Tools: Unity, Blender, Git/Plastic/Perforce, iClone/CC4
- VR/XR: OpenXR, XR Interaction Toolkit, Oculus/Meta tools, VR performance optimization