

# Johannes Palvanen

Senior Full-Stack Developer · Backend-focused · Mobile Games & Cloud

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## PROFILE

Full-stack developer with 7+ years in the mobile games industry, spanning player support tooling, game programming (C#/Unity), and backend services. Built and led the frontend architecture for a multi-tenant game platform at Metacore, then expanded into backend with ASP.NET microservices on AWS. Most recently acted as team lead during a critical cross-team platform initiative. Seeking a backend-focused senior role where deep technical ownership matters.

## EXPERIENCE

**Senior Full-Stack Developer** — Acting Team Lead Nov 2025–Apr 2026 Aug 2022 - Present  
*Metacore Games · Helsinki*

- Architected the frontend of a multi-tenant game platform from scratch. React, TypeScript, Tailwind, TanStack Query, React Router, Vitest, Playwright. Designed for longevity and low barrier to backend contributor entry.
- Built and shipped a scalable inbox service (ASP.NET / Postgres on AWS Aurora / ECS) enabling scheduled broadcast messages to players across multiple games.
- Developed the in-game shop backend: full product catalogue, client delivery API, and receipt validation, reducing game team integration effort to near zero.
- Designed and drove cross-team alignment on a Git-backed game config system supporting A/B testing, player segmentation, and live-ops overrides. This was the most architecturally complex cross-team initiative the central tech team had undertaken.
- As acting team lead: introduced structured 1-on-1s and facilitated collaboration across siloed teams under organisational pressure.

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**Game Programmer / Full-Stack Developer** Jun 2019 - Aug 2022  
*Seriously Digital Entertainment (acq. Playtika) · Helsinki*

- Built internal web tooling for player support and QA on Best Fiends Stars (JavaScript / class-based React), then led migration of the entire codebase to TypeScript and Vite.
- Moved into Unity/C# game programming: implemented meta-layer features, ad placement systems, and core game mechanics through to soft launch.
- Contributed to backend services alongside game programming, developing an end-to-end view of how mobile games are engineered.

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**Player Support Intern → Junior Player Support Specialist** Dec 2017 - Jun 2019  
*Seriously Digital Entertainment · Helsinki*

- Handled player support for Best Fiends while completing a vocational degree in software development — moved into a Junior Programmer role on graduating.

## SKILLS

<b>Backend</b>	ASP.NET Core, C#, Postgres, MySQL, Entity Framework, REST APIs
<b>Frontend</b>	React, TypeScript, Tailwind CSS, TanStack Query, React Router, Vite, Zustand, Zod
<b>Cloud &amp; Infra</b>	AWS (ECS, EKS, Aurora, S3, CloudFront, SSM, Secrets Manager), Terraform, Kubernetes
<b>Testing</b>	Vitest, Playwright, Cypress, xUnit
<b>Tooling</b>	Biome, OpenAPI Generator, Storybook, Serilog, Git
<b>Game Dev</b>	Unity, C#
<b>Leadership</b>	Team lead, roadmap planning, cross-team alignment, 1-on-1s, technical mentoring

## EDUCATION

### **Vocational Degree in Software Development**

*Helsinki Business College · 2017–2018*

## LANGUAGES

**Finnish** — Native    **English** — Full professional    **Swedish** — Elementary    **Russian** — Elementary