



# Marko Permanto

Game Designer & Programmer

## Work Experience

### Technical Design Director

Neat Corp

Sep 2016 - Present

- Board member & Management team
- Overall technical lead for Neat Corp
- Game Director, Game Designer & Programmer on "**Budget Cuts**" for PC & Playstation 4
- Game Designer & Programmer on "**Budget Cuts 2**" for PC
- Technical Artist on "**Garden of the Sea**" for PC & Quest
- Lead Programmer on "**Budget Cuts: Ultimate**" for Quest & Playstation 5
- Combat Designer & Lead Programmer on "**Crossings**" for Quest & PC

### Team Lead Programmer

Toca Boca

Jan 2014 - Sep 2016

- Solo Programmer on "**Toca Pet Doctor**"
- Lead Programmer on "**Toca Boo**"
- Lead Programmer on "**Toca Life: City**"
- Lead Programmer on "**Toca Life: School**"
- Lead Programmer on "**Toca Life: Vacation**"
- Lead Programmer on "**Toca Life: Farm**"

### Technical Lead & Lead Programmer

Talawa games

Nov 2011 - Jan 2014

- Game Designer and Lead Programmer on "**Unmechanical**" for PC & mobile
- Lead Programmer on unreleased multiplayer hack & slash title
- Contract Lead Programmer on android port of "**Toca Kitchen**" for Toca Boca
- Producer on "**Peppy Pals**" app
- Contract Programmer on "**Toca Cars**" for Toca Boca

### Freelance Level Designer

Teotl Studios

Feb 2011 - Mar 2011

- Level design, environment art & QA on some puzzles for "**The Ball**" as part of Valve Software's marketing campaign for their upcoming game "**Portal 2**"

## Education

Futuregames

Game Design programme

2010 - 2012

### Contact

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