CV

Me:

31-year-old man from Finland. GameMaker user; solo game developer.

History:

I have been a hobby game developer since 2005, so for the past twenty years. From 2020, I have been developing games with the intent of publishing them, and have published many projects since. Prior to that, I developed them mainly for free, and for the use of me and my friends. While I develop nowadays mainly for commerical use, I still publish both paid and free-to-download games.

My experience on the GameMaker software **is primarily from the now-Legacy version, GameMaker Studio 1.4., but I also know my way around the current version GMS2 to some extent.** I have used every iteration of the software from v5.0 up.

Experience:

- 20 years of experience with GameMaker software; knowledge of both GML coding and drag-and-drop

- marketing as a solo or indie developer; what channels to prioritize, using Google Ads, etc.

- uploading projects online; Steam, itch.io, Gamejolt

- developing connections and networks (X, FB, IG, Discord)

- crafting a website/homepage

- creativity: I have written many scripts for games, including fully voice-acted storylines. I have also composed dozens upon dozens of music tracks for my games, and drawn terabytes worth of graphics single-handedly

- visuality: I have experience in visual design, and photography; designing logos, game

graphics, marketing content, etc.

- knowledge on solo game development field as a whole; what goals are realistic for beginners, how much work needs to be put into solo projects, crafting development schedules, etc.

Channels:

X: https://twitter.com/acrogamesfin
IG: https://www.instagram.com/acrogamesfin/
Home page: https://acrogamesfin.com/
I can also be found on various other channels with less prioritization. As of 2025, the channels listed above are prioritized.

Contact:

Email: acrogamesfin@gmail.com

Updated 21.4.2025.