

## AREAS OF EXPERTISE

*Virtual reality*

*Game design*

*Game testing*

*Programming (C#, Java)*

*Project management*

## LANGUAGE PROFICIENCIES

*Native Finnish*

*Native level English*

*Adept Swedish*

## AWARDS AND HONOURS

[Turun Opiskelijain tukisäätiö](#)

## TEACHING MERITS

Demonstrator work in the *Mixed Reality* course, University of Turku

Demonstrator work and other assistance in the *Usability, User Experience and Analytics* course, University of Turku

I am also taking part in supervising a master's degree student at University of Turku currently.

## PERSONAL DETAILS

Name: Nyyssönen, Taneli Topinpoika Johannes

Email: ttjnyy@utu.fi

Tel.: +358 29 450 2181

ORCID: 0000-0002-0157-2583

## DEGREES

**Master of Science, *Interaction Design***

**22.05.2020, University of Turku, Finland**

**Bachelor of Science, *Applied Mathematics***

**08.06.2018, University of Turku, Finland**

## RESEARCH OUTPUT

Number of publications currently is two:

**A1)** Nyyssönen, T. and Smed, J., Exploring virtual reality mechanics in puzzle design. *The Computer Games Journal*. (2021),

<https://link.springer.com/article/10.1007/s40869-020-00120-6>

**A4)** Nyyssönen, T., Helle, S., Lehtonen, T., and Smed, J., A Comparison of Gesture and Controller-based User Interfaces for 3D Design Reviews in Virtual Reality, *Proceedings of the 55th Annual Hawaii International Conference on System Sciences*. (2022),

<http://hdl.handle.net/10125/79552>

## CURRENT EMPLOYMENT

*Project researcher, University of Turku*

**01.01.2021 - current**

I am working in the Sustainable Shipbuilding Concepts project as a researcher. My position is focused on virtual reality development.