Eetu Mahlakaarto

Game Programmer & 3D Artist

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SUMMARY

Game programmer and 3D artist with 1M+ mod downloads on CurseForge and published VR and flat screen games. Studying XR Design at Metropolia UAS. Takes commissions for custom 3D avatars and VTuber models.

SKILLS

- **Languages & Engines:** Java, C++, Unreal Engine 5, Unity, Wonderland Engine
- **Modding:** Fabric, Forge, NeoForge, Cobblemon API, GeckoLib, Sable physics engine
- **3D Art:** Blender, Substance Painter, Blockbench — modelling, rigging, PBR texturing, VRM export
- **Tools:** Git, Gradle, IntelliJ IDEA, VS Code

PROJECTS

- **Minecraft Mods (2024 – present):** Developed and maintain 25 projects on CurseForge — 1M+ total downloads. Simply Tents alone has 793k+ downloads across 7 Minecraft versions and 3 mod loaders.
- **NovaRun — VR & Flat Screen Game (UE5):** Zero-gravity traversal game targeting Meta Quest, Valve Index, Vive, and PC flat screen. Procedural level generation and physics-driven obstacle systems.
- **Cobblemon Synchro Machine (2026):** 19k+ downloads. Morphs the player model and collision box to match any Pokémon in real time using client-server packets.
- **3D Commissions (ongoing):** Custom VRChat avatars and VTuber models — full pipeline from concept to in-engine delivery via vgen.co/sappyeddie.

EDUCATION

Metropolia University of Applied Sciences — B.Eng. XR Design *2023 – 2027*
Keuda, Vocational Institute — Photographic Media *2015 – 2018*