

Aarni Annanolli

Software and Game Developer

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PROFILE

I'm a second-year software development student, and I like building complete systems. I built YHDE, a real-time collaboration service for Godot, on my own, from the C# server and C++ core all the way to production. Now I'm making a procedurally generated strategy game. I'm open to any tech role that involves coding, and to game development in particular.

SKILLS

Programming	C#, C++, TypeScript, Python, JavaScript, SQL
Game development	Godot (GDScript and C++), editor plugin development
Backend	.NET, PostgreSQL, WebSockets, MessagePack, Dapper
Frontend	React, Vite, Tailwind CSS, WordPress
DevOps	Docker, Docker Compose, Caddy, Linux servers (Ubuntu), GitHub Actions
Languages	English (fluent), Finnish (native)

PROJECTS

YHDE: real-time collaboration for Godot

Jan 2026 to present

Solo project · yhde.frostinteractive.fi

- I built it so a whole game team can work in the same Godot project at once. Edits, cursors and selections show up for everyone instantly, so nobody has to merge scene files.
- I wrote the server in C# (.NET 10). It is the single source of truth: every edit is stored in an append-only operation log in PostgreSQL and pushed to the rest of the team over WebSockets.
- I wrote the native core in C++. It runs inside the editor on Windows, macOS and Linux and handles networking, change detection, caching and an offline queue that resends edits after a disconnect.
- I load tested it on the production server, a Hetzner machine with 2 vCPUs and 4 GB of RAM. It handled 800 concurrent users with 40 ms p95 save latency and no disconnects. With 1,000 simulated users, the server, database and proxy together peaked at just 517 MB of RAM.
- I run it in Docker Compose behind Caddy with automated database backups. GitHub Actions builds the C++ core for all three platforms and runs 154 server tests on every change.
- I also built the admin dashboard in React and TypeScript and my own load testing tool. In total the project is about 24,000 lines of C# and C++.

Aatra: procedurally generated strategy game

Jun 2026 to present

Solo project · in development

- I'm making a grand strategy game in the style of Europa Universalis, where the world is generated from scratch every playthrough.
- I wrote world generation in C++ for speed and the gameplay in GDScript.

EXPERIENCE

Web Developer, LuppaSoppi

2025 to present

Client project through Keuda, team of four

- I'm building the company's website in WordPress together with the client, and now we're turning it into an online store.

EDUCATION

Vocational Qualification in Information and Communications

Technology

Jul 2025 to present

Keuda, software development