





AKSELI RAJAHALME

Web designer, Frontend developer

 Helsinki, Laajasalo

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 akselirajahalme.fi

CORE SKILLS

- Figma
- Wordpress
- React.js
- CSS
- HTML
- Bootstrap 5
- Scrum
- UI / UX Design
- Adaptability
- Office Suite
- Adobe Photoshop
- Adobe Premiere
- Blender
- Unity
- Unreal Engine
- Photography

EDUCATION

- Bachelor of
Business Administration
– Information
Processing

Oulu University of Applied
Sciences

2022–2025
- Matriculation Examination

Kankaanpää Upper Secondary
School

2018–2021
- Vocational Qualification in
Business

Sataedu, Kankaanpää

2018–2021

PROFESSIONAL SUMMARY

Self-motivated frontend developer and web designer with technical expertise in React.js, JavaScript, HTML, CSS, and C#. Experienced in collaborative environments ranging from programming projects to retail and digital marketing, strengthening teamwork and project management skills. Proficient in social media management and data analytics to maximize growth across digital channels. Dedicated to creating modern, user-friendly interfaces for mobile apps, websites, and video games in innovative and team-oriented settings.

PROFESSIONAL EXPERIENCE

MARKETING MANAGER

AR Isännöinti Oy, Kankaanpää

JUN. 2023 – PRESENT

I am currently employed at AR Isännöinti Oy. As a Marketing Manager, I am responsible for managing the company's social media accounts and producing marketing media for various channels such as social media, local newspapers, and the company's office info screens.

- Producing marketing materials using Adobe Photoshop and Premiere Pro.
- Planning and executing marketing campaigns for social media.
- Creating summaries of campaigns and planning follow-up actions.

INTERNSHIP – GAME DEVELOPER

Super God Ltd, Oulu

SEP. 2024 – DEC. 2024

While studying at Oulu University of Applied Sciences, I worked as a game developer during an internship with Super God Ltd. My main responsibilities included designing game levels as well as testing and quality assurance. The group project was carried out in the GameMaker 2.3 environment.

- Creating enemy sprite graphics and their animations.
- Developing the Game Design Document (GDD).
- Programming game mechanics.
- Designing and testing levels.

INTERNSHIP – SALES ASSISTANT

Jack & Jones, Porin Isokarhu, Pori

AUG. 2020 – MAY. 2021

I worked as a sales assistant at the Jack & Jones clothing store. My main task was to identify customer needs and offer long-term solutions to meet them.

- Maintaining customer-focused service.
- Proactively following up and closing sales leads.

REFERENCES

TEPPO RÄISÄNEN

Super God Ltd

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