

Anttoni Koivu

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About Me

Highly motivated Computer Science student with a strong foundation in data structures, software development and machine learning. I'm passionate about solving real-world problems and always eager to learn more. I am seeking an trainee position to contribute in my area of expertise and to further expand my skill set by taking on new challenges.

Education

Aalto University 2024 - 2026
MSc in Computer Science

- Major in Machine Learning, Data Science and Artificial Intelligence

Aalto University 2019, 2021 - 2024
BSc in Computer Science

- Wrote my Bachelors thesis about 3SUM and subset sum problems.
- **Minor:** Bioinformation Technology

Experience

Full-stack developer, School project Sep 2023 - May 2024
Remedy

- Implemented user authentication that allowed scoping organizational data to be shown to only specific teams.
- Stack Used: ASP.NET backend, React-based Grafana frontend.

Full-stack developer (part-time) Oct 2023 - Dec 2023
Promox

- Implemented an invoicing system for admins to handle client billing.
- Stack Used: Express.js backend, React frontend.

Projects

Archimago [Github](#) 

- Currently developing and maintaining a Discord bot that is used within the Sorcery TCG community.
- Uses web scraping techniques to get data with no available API endpoints. CI/CD with Github actions.
- Tools Used: Python, BeautifulSoup, Selenium

NBA Stats [Website](#) 

- A NBA stat visualizer that gives visual insight into a specific players shooting ability.
- Whole app built from scratch. All components self-made for practice.
- Tools Used: Svelte, Express.js, Python

Suikagame Clone [Github](#) 

- A clone of the popular japanese arcade game written in C++.
- Tools Used: C++, SDL2

Technologies

Languages: Python, JavaScript, TypeScript, C++, Java

Technologies: Numpy, Pandas, Pytorch, React, Svelte