

AARNI VILJANEN

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EDUCATION

Lappeenranta-Lahti University of Technology LUT <i>Bachelor of Software & Systems Engineering, Minor in Industrial Engineering Management</i>	September 2024 – expected May 2027
Riihimäki Upper Secondary School <i>Finnish Matriculation Examination</i>	August 2020 – June 2023

EXPERIENCE

Salesperson <i>Osuuskauppa Hämeenmaa</i>	March 2025 – Present
• Job includes: customer service, cashier, shelving	
International Student Tutor <i>Lappeenranta-Lahti University of Technology LUT</i>	April 2025 – December 2025
• Job includes: helping newcomers	
Park Worker <i>City of Riihimäki</i>	June 2020 – August 2020
• Job includes: mowing the lawn, collecting garbage	

COMMUNITY & LEADERSHIP

Corporal <i>Finnish Defence Forces</i>	July 2023 – June 2024
• Course Primus, Course grade Excellent	
• Working with Linux based systems	
Software Developer <i>Hobby</i>	December 2017 – Present
• Self-published game on Steam	
• Attending Hackathons & Game jams (Junction 2025, Aalto Defence Hackathons, Finnish Game Jam, etc)	
• Open source contributions, coding projects	

PROJECTS

Portfolio Website	December 2025 – Present
• Made with HTML/CSS, JavaScript	
CI/CD Pipeline	November 2025 – December 2025
• Done during Introduction to DevOps course	
• Pipeline consisted of GitLab, WebHook, Docker, Azure	
Lofirunner (Self-published game)	February 2022 – March 2025
• Self-published game I made as a Hobby project	
• Made with Unity, C#, Steam Developer Tools	

TECHNICAL SKILLS

Languages: Finnish (Native), English (Excellent), German (Intermediate), Swedish (Novice), Chinese (Novice)

Programming languages: Python, C#, Java, C, C++, HTML/CSS

Frameworks: Vue.js

Developer Tools: VS Code, Visual Studio, Git, GitHub, Docker

Libraries: REST APIs, Spotify Web API, OpenWeather API, Numpy, Pandas

Applications: Linux, Azure, Unity, GitKraken, GitHub desktop