

Johannes Hurmerinta

Helsinki, Finland • johanneshurmerinta.info • johannes.hurmerinta@mitrox.io • +358 50 4324 385 • LinkedIn: [linkedin.com/in/johanneshurmerinta](https://www.linkedin.com/in/johanneshurmerinta) • GitHub: github.com/DooMi42

Professional Summary

21-year-old Full-Stack Developer & Entrepreneur currently pursuing a BBA in Software Development at Haaga-Helia UAS. I build real product-grade web apps, games, and AI chatbots combining strong backend logic, UI/UX design, and a product mindset. I aim to deliver code that works under the hood *and* a user experience that's polished and intuitive. I thrive in roles where I can take ideas from sketch to deployment, iterate based on feedback, and solve meaningful problems.

Technical Skills

Area	Technologies & Tools
Frontend / UI	React, TypeScript, Tailwind CSS, responsive web design, button-first UX, animations, adaptive layouts
Backend / APIs / DevOps	Java (Spring Boot), REST APIs, JWT & Swagger, PostgreSQL, Flyway migrations, Docker, Render, CI/CD (GitHub Actions)
Game & Interactive	Unity (C#), Gameplay mechanics, Enemy AI, Prototyping features, Animations, MoreMountains TopDown Engine
AI / Chatbots	Voiceflow, LLMs, Zapier integrations, Webhooks, multi-agent architected chatbots (routing, sales, support), knowledge base design, KPI tracking
Methodologies & Other Skills	Clean Architecture, Agile / Scrum, Problem-Solving, Product/Entrepreneurial thinking, UX / UI sensibilities

Projects & Portfolio Highlights

- **Unannounced Game — Please Be Patient Oy**
Role: Game Developer | Tools: Unity, C#, MoreMountains TopDown Engine.
Contributed to core gameplay features, prototyping new mechanics, testing + bug-fixing.
- **Finnish Army Simulator — Please Be Patient Oy**
Role: Game Developer Trainee | Unity + C#
Worked on prototyping features, game testing, bug fixing.
- **QuizzerApp — Teacher Dashboard**
Full-stack application: Spring Boot backend, React frontend, PostgreSQL database.
Role-based auth, quiz authoring, analytics, Dockerized deployment.
- **Task & Time Tracker — Backend**
Java 21, Spring Boot, JWT & Swagger, Flyway migrations. Production-grade PostgreSQL schema, REST API deployed via Render / Heroku.
- **SME Chatbots — Mitrox Oy**
Voiceflow + LLMs. Multi-agent architecture (routing, “Ohjaaja, Tuki, Myynti”),
button-first UX, knowledge base design, quota & cost control.

Work Experience & Education

Position / Institution	Time Period	Key Responsibilities / Learning
Co-founder / Tech Lead, Mitrox Oy	Aug 2025 – Present	Building AI chatbots for SMEs, CX automation & integration design. Managing multi-agent systems, UX & KPI tracking.
Haaga-Helia UAS — BBA (Software Development)	Jan 2024 – Present	Full-stack development, Agile/Scrum, Entrepreneurship track, clean architecture, real-world project work.
Freelance Developer / IT	2022 – Present	Websites & integrations for local businesses; AI solutions. End-to-end work including frontend, backend, deployment.
Game Developer, Please Be Patient Oy	Jan 2025 – June 2025	Worked on Unannounced Game . Prototyping, feature development, animation / gameplay polishing, bug fixes.

**Game Developer
Trainee, Please Be
Patient Oy**

Jan 2023 –
June 2023

Finnish Army Simulator: prototyped features,
did testing, fixed bugs.

**Business College
Helsinki**

2020 –
2023

Game Programming, Game Design,
Animations, foundational programming / visual
& interactive media skills.

Languages

- Finnish (native)
- English (fluent)
- Swedish (intermediate)

Other Strengths & Personality

- Product mindset: entrepreneurial experience through Mitrox Oy; thinking beyond code—what users want, market fit, iteration.
- Strong visual / design sensitivity: your portfolio is clean, well-designed, interactive. Makes first impression positive.
- Experience shipping **10+ projects**, over **3+ years** freelance / dev experience.
- Comfortable with ambiguity & prototyping: building unannounced, partly speculative features, working in early-stage projects.
- Good balance: you value stepping away (travel, cooking, your dog Yoda), which helps keep perspective and creativity.

Interests

- Game & interactive media development
- AI, chatbots, and user experience automation
- UI/UX design, product development
- Cooking, travel, photography