

EERIK SAKSI

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EDUCATION

University of Glasgow
MSci Computing (2nd Year Entry)

Glasgow
Sep 2018 - May 2022

EXPERIENCE

UROS
Software Engineer

Oulu, Finland
June 2019 - August 2019

- I reverse engineered a project built with LabVIEW, a neural network written in C and an MYSQL database.
- I replaced LabVIEW and the C library with a singular Python project that used the existing MYSQL database.
- UROS could then use more modern data processing without losing backwards compatibility with existing customer data.

Leidos
Team project

Glasgow
November 2019 - March 2020

- Leidos wanted our 5 person team to help manage their parking at their company.
- I was responsible for developing most of the React Native app, as well as helping my teammates use FastAPI.
- I also learned how SQLAlchemy worked from my teammates.

SKILLS

Javascript/Typescript ★★★★★☆:

React: ★★★★★☆

node.js:

SQL: ★★★★★☆

In both backend and frontend

Libraries include Material UI, React Router, Jest, React Bootstrap, Apollo Client etc.

Libraries include Sequelize, Apollo Server, Jest, Express, node-fetch/node-html-parser, type-orm/type-graphql, PostGraphile

Postgres/SQLite and ORM's (SQLAlchemy, Django ORM). Also studied Databases

ACTUAL LANGUAGES

English (Fluent): Studied in English almost my entire life

Finnish (Fluent): Always talk Finnish at home

German (Intermediate): Have lived in Switzerland, and have a 4/5 in AP German

PROJECTS

Tune Type *Sequelize, node.js, Express, Apollo Server, GraphQL, Google OAuth, React, Bootstrap*
tunety.pe

With tunety, you can select a song and practice your typing speed to the lyrics and song live. You can also create synchronizations for songs that haven't been synchronized yet. I used YouTube's and Genius's API for searching and metadata. Hosted on Heroku.

Collaborative Activity Tracker *Expo, PostGraphile, Typescript, Postgres*

https://github.com/EerikSaksi/level_5_project

As my level 4 project, I'm making a collaborative activity tracker, which should encourage users who are exercising together to be more motivated. It has RPG elements, where getting stronger and being consistent increases your characters and thus your teams damage per second, which allows you to progress to further stages. I am using Expo to make building and testing cross platform apps easier, and PostGraphile to efficiently and automatically build the GraphQL from a Postgres database.

vim-marks-overhaul *Vimscript*

<https://github.com/EerikSaksi/vim-marks-overhaul>

I am constantly trying to increase my workflow efficiency, going as far as to replace an entire feature in my text editor. This overhauls and extends on the marking used in Vim. I am also actively customizing my other tools as I work, such as my snippets and my shell ([my configuration](#)).

FridgeGerald *Django*

<https://github.com/EerikSaksi/FridgeGerald>

FridgeGerald suggests recipes based on what ingredients you have, and prioritizes those that are close to spoiling.