Ilmar Heinonen

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EDUCATION

Metropolia University of Applied Sciences   Espoo, Finland
Bachelor of Engineering in Information and Communication Technology, Mobile Solutions   *Aug 2021 -*
188 / 240 ECTS Credits

Omnia, Vocational School   Espoo, Finland
Vocational Qualification in Information and Communications Technology, Software Development *Aug 2018 - May 2021*
GPA: 4.51/5

PROJECTS

Fibonacci Calculator | *Docker, Kubernetes, Google Cloud GKE*   Source code
- Utilized a tech stack that included React for the client, Node and Express for the server, Redis and Postgres for databases, and Ingress NGINX Controller for reverse proxy
- Leveraged Docker and Kubernetes for application development and GitHub Actions for Continuous Integration
- Deployed the application on Google Cloud GKE for scalability and reliability

Cards & Monsters | *Kotlin, Jetpack Compose UI*   Source code
- Developed an Android app in a team of 4, leveraging Kotlin and the Jetpack Compose UI toolkit to improve performance and user experience
- Engineered data transfer by integrating network features with Retrofit and implementing a SQLite database
- Utilized SceneView for an augmented reality fighting view and Google Maps for enhanced map functionality
- Ensured maintainability and scalability by adhering to the MVVM architecture and leveraging GitHub Actions and jUnit for automated testing

DecAR | *Swift, SwiftUI*   Source code
- Programmed an augmented reality iOS app for furnishing apartments with 3D models
- Coordinated with a team of 5 using Scrum for Project management
- Implemented Design Sprint methodology, resulting in an increase in productivity and a decrease in miscommunication during the application development process

LegoGym | *Express.js, CSS, MySQL, Apache HTTP Server*   Source code
- Created a web application that enables users to share their gym experiences through Lego in a team of 2
- Integrated MVC architecture to enhance organization and scalability for the project
- Set up and configured an Apache HTTP Server on a Red Hat machine to effectively host and serve the application

EXPERIENCE

Unity & C# Developer Trainee   Sep 2020 - Feb 2021
Omnia
- Designed and developed a 3D board game in C# using the Unity engine to motivate students in class
- Employed the Kanban method to effectively track tasks and progress while collaborating with a team of 3
- Successfully delivered the project on time, while prioritizing an engaging and educational experience for students

Information Technology Specialist   May 2021 - Sep 2022
Freelance
- Designed and implemented a responsive WordPress-based web application for a client, resulting in a 30% increase in web traffic; also facilitated domain name registration and deployment (tukielain.com)
- Deployed, integrated, and securely backed up NAS servers for clients, providing ongoing technical support and maintenance to ensure reliable data storage and continuity

TECHNICAL SKILLS

Languages: JavaScript, Java, Kotlin, C#, SQL (MySQL, PostgreSQL), HTML5 & CSS3, Swift
Frameworks: Express.js, WordPress, React Native, React, SwiftUI
Cloud Computing: AWS: EB, RDS, ElastiCache | Google Cloud: GKE
DevOps: Docker, Kubernetes, GitHub Actions
Agile: Scrum, Kanban
Developer Tools: Git, GitHub, Android Studio, Webstorm, IntelliJ, PyCharm, Unity, Postman, Xcode