

Joonas Vaija

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EDUCATION

Savonia University of Applied Sciences

Kuopio, Finland

Bachelor of Engineering in Information Technology

Sep 2019 – Apr 2024

- **Concentrations:** Software Development
- **Grade:** 3.45/5.00
- **Related Coursework:** Web Development, Game Development, Object-Oriented Programming, Computer Organization & Programming, Databases and Big Data, Data Structures & Algorithms, Mathematics and Phys

EXPERIENCE

Incoach Oy

Helsinki (remote), Finland

UI/UX Designing & Web Development Engineering Intern (Thesis)

Aug 2023 – Mar 2024

- Created UI/UX Design in Figma using UI/UX design best practices to have the best possible user experience
- Developed a website with Wix Studio using the UI/UX Design made in Figma as a template
- Enhanced website's visibility on Google Search by 70% from the website release using Wix Studio's own implementation of Google Analytics and SEO tools

Istekki Oy

Kuopio, Finland

Kuopio University Hospital's local IT-support team member

Jan 2023 – Jul 2023

- Utilized MECM, IGEL UMS and other administrator tools to maintain hospital's IT equipment to improve the customer's working with up to date and needed hardware and software
- Used Efecte to reserve free tasks from the ticket queue and to make work records and billing for the tickets
- Installed new accessories and hardware to workstations for better working experience to the customer
- Communicated with customers to explain difficult technical terms and what has to be done in more understandable way for them

Vilkku-fillarit, Savonia, Green Data Project

Kuopio, Finland

Web Development Engineering Intern

Jun 2019 – Aug 2019

- Created Python scripts to fetch data every 60 seconds about Vilkku-fillarit bikes usage from open data source and compiled the collected data every one hour
- Used CRON and Docker to schedule the scripts
- Developed and implemented a user interface with React.js and HTML/CSS to display the calculated data of Vilkku-fillarit bikes usage in a website
- Communicated with customer and used their visions about the page to create the final product
- Used Scrum to manage work and different tasks

PROJECTS

FPS game

Kuopio, Finland

Team Member

Mar 2021 – May 2021

- Developed couple of key features of the game focusing on guns' behavior like recoil and reloading
- Created a fun promotion video for the game

OSRS Utility App

Kuopio, Finland

Team Member

Sep 2021 – Dec 2021

- Created UI/UX design for the horizontal and vertical views
- Learned a lot about API calls from the team members

SKILLS

Programming: React.js, Next.js, JavaScript, HTML/CSS, C#, Python, Node.js, SQL, Java

Tools: VSCode, Figma, Wix Studio, Android Studio, IntelliJ, PyCharm, Git, Davinci Resolve, Adobe Photoshop

Platforms: Windows, Linux, Android, iOS, MacOS