



Mikael Lavi

Contact +358 50 30 700 20
mikael@lamek.fi
<https://lamek.fi/>

Date of Birth 06th August 1983

Nationality Finnish

Languages Finnish, English

Education

Aalto University / Master of Science
2002 – 2012

Major in Media technology, minor in Usability.

Aalto University / Bachelor of Science
2002 – 2010

Major in Media technology.

Skills	Grade	Skills	Grade	Skills	Grade
Objective	5	Functional	5	Structural	5
C#	5	C++	3	Vue.js	5
JavaScript	5	Python	3	Nuxt.js	5
TypeScript	3	Firebase	4	Node.js	5
Git	4	Azure	4	Google Docs	5
HTML	5	ElasticSearch	3	Google Cloud	3
CSS/SASS	4	Scala	3	Nginx	3
.NET/WPF	4	Android / Xamarin	4	iOS / Xamarin	3

Specialization

I believe that the right tool for the job is a must. I am equally at home with designing and developing back-end services as I am with front-end development. I have experience on working with full-stack development and deploying solutions to cloud. My education for programming has been built on a discipline that values problem solving over specific languages.

My specialization and interest are in 3D technologies, distributed computing on the cloud and concurrency on a planet scale where possible. My interest towards the built environment has developed after being involved with it for many years. Interactivity is not something that is intuitive and sometimes it is the counter-intuitive solutions that solve the problems. Less is often more. I have ventured to interesting explorations in WebAssembly that explore utilizing more computing capabilities of GPUs.

Other interests include machine vision and image processing. I have a large knowledge of tools available and good skills to locate what I need. I have experience in researching scientific material to attain knowledge and to apply that. In my projects I have engaged heavily in shared documentation practices in collaborative platforms like Google Docs. Structured and immediate documentation through good tools is vital to the success of projects.



Work Experience

Wanderfeel Oy / CEO, co-founder

01/2016 – current

Technologies involved: Vue.js, Nuxt.js, Node.js, JS/TS, Azure, Firebase, C++, Python, CSS/SASS, Bash, React, Angular, Riot, Mithril, Ember, REST-api

Keywords: Team work, co-located, multilingual, multicultural, rapid development, lean, agile, exploring, designing microservice architecture for a production software

I have created a web applications for visually inspecting virtual BIM models with real observations captured on site with video using Vue.js deployed on FaaS-architecture on Azure. We now have a second product that focuses on displaying the videos captured on the site more specifically. Both have authentication from Azure. Backend services use Node.js with native modules and Python code.

I am a co-founder in this company. We are a passionate team of engineers taking on the most ambitious problems in AEC market. I have been heavily involved with customer connection in discovering the pain points they have and providing technical solutions that consider the user experience at every turn.

Trimble Solutions Oy, Tekla Oyj Software Architect

04/2005 – 12/2015 (Trimble bought Tekla in 2012)

Technologies involved: .NET, C#, WPF, Python, Bash, Visual Studio, Windows, Xamarin, Android, iOS, HTML, CSS, JS, Scala

Keywords: Technology evaluation, architecture, development, Scrum, agile, cross cultural, multi-lingual, cross platform, global b2c and b2b service with over 100 000 users, REST-api, performance and testing automation

My career started properly in Tekla in 2005. Tekla was purchased by Trimble Navigation in 2012. I have developed there in roles throughout my career. I have always been involved in greenfield development while working there. Different projects usually called for different tools as the technological investigations were extensive.

As a software developer in Tekla I was a founding member in the new free product being launched in 2010 called Tekla BIMsight. I have been part of its technical oversight since the conception. Part of that role was training other people to develop it. It was a very fruitful endeavour to work with so many interesting people, and my position evolved as an expert throughout the project. I've learned significantly more about architecture design through how we reconstructed different parts of the software. Especially I feel that working on information modelling on the project has been very interesting and that developing the way information is consumed should be more democratised in many ways.

In 2013 I joined the architecture team as a software architect. My responsibilities in addition to architectural design included setting up the new mobile project for Trimble Connect from a technical perspective, and guide the co-located team in India. My specialty in this space involved interoperability for 3D components in mobile tools maintained in Xamarin for Android and iOS platforms.

