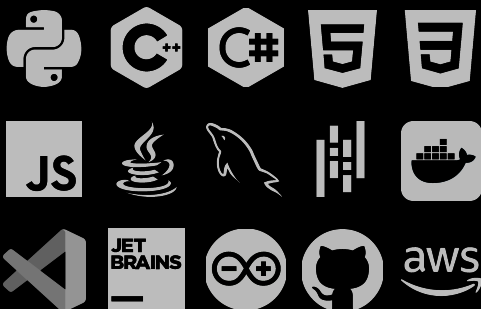


<https://me-gr.com/f/LeoSuzu>

## Portfolio / Personal website

<https://leosuzu.github.io/MyCVSite/>

## Skills and Experience



## Software Developer, ICT Engineer

- ICT Engineer, Software develop and embedded systems  
Tampere University of Applied Sciences 8/2022 - (5/2026)
- Software developer and Data Technician  
TPA / Sasky, graduated - 1/2021  
Also completed Python MTA 98-38.
- Non-commissioned officer and leadership training  
Satakunta Air Force and Parola Land Force 2001 - 2002

- Game development using Unity and game testing  
BEIZ OY .....03/2021 - 12/2021  
Testing game libraries in Finnish, English, and Japanese.  
Collaborated in a team to create the 'Lolas Fruit Sudoku'  
game using Unity.
- Web and CRM tool  
BRUNAKÄRRS ENERGI .....10/2020 - 01/2021  
Developed a website and CRM for the company.
- Entrepreneur  
OY FINDACO LTD .....05/2004 - 07/2019  
Responsibilities included recruitment, training, shift  
planning, facility management, programming and  
maintenance of POS devices, marketing, and other tasks  
related to entrepreneurship.

- Programming  
C++, C, C#, Python, HTML, CSS, JavaScript, Java, Sql,  
Arduino (C++)
- Data  
Python, MySQL, Pandas, Matlab, Spyder (Python), API  
(Fullstack)
- Operating Systems  
MacOs, Windows ja Linux
- Software  
VSCode, Spyder, Arduino IDE, JetBrains (C-Lion, PyCharm,  
WebStorm, IntelliJ IDEA, Rider), AWS, Matlab, Docker,  
Unity, MS365, Github/lab, Unity, Jira, Miro, Adobe  
Photoshop ja InDesign and etc.

Game development using Unity and C#, PostFixCalculator C++ (github), ART Maker project in Python (Personal project), Weather app in HTML (on my website), JavaScript, and CSS, Drone Database in MySQL and Docker, and a small game console with Arduino Nano and etc.

- languages: suomi, japani ja englantia
- driving license: AB