

Niko Lausto

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PROFILE

Solution-oriented problem solver with a great personality. Passionate about technology, working with new frameworks, and building good-quality software. Dedicated, smart and most importantly thorough learner who puts effort into understanding the frameworks and codebase. Possesses good habits, integrity, and knows how to work and interact with a team of people.

EDUCATION

Lappeenranta-Lahden teknillinen yliopisto, Lahti

Graduating in 2027

- BSc in Software and Systems Engineering, 3.8
- Relevant coursework
 - Network analysis using Wireshark
 - Use of APIs
 - Java database system for saving and searching music data

PROJECTS

Custom network protocol

.NET and Computer Networking | 2025

- Designed and implemented a custom lightweight application-layer network protocol to use for real-time messaging
- Developed a command line .NET server that handles client connections asynchronously as threads, using socket programming principles.
- This project deepened my understanding of socket programming and implementing end-to-end connectible software.

Wi-fi sniffer

Computer networking and IoT | 2025

- Built an ESP-32 based network sniffer that can read raw data packets and track MAC addresses and signal strengths.
- Created a system design for multiple microcontrollers feeding data into a centralized Raspberry Pi
- Created solutions for problems related to e.g. MAC-address randomization

Junction hackathon 2024 project

React web development | 2024

- Responsible for developing a React-based net application for a low-friction login system, solution for the 2024 Junction Sitra challenge.
- Learned invaluable experience of working under extreme time pressure and collaborating with a 5-person team to produce a working prototype.

Additional projects

- Built a Java JDBC based tool that manages a pool of preloaded database connections efficiently
- Implemented a utility class for Diffie-Hellman cryptography using modular operations
- Worked with a group to develop an interactable music database

SKILLS

Programming languages: Java, C#, python, SQL, Rust, JavaScript

Frameworks and libraries: .NET, React, Next.js, Bootstrap, Tailwind CSS, OpenCV

Tools & platforms: Git, Linux (Arch, Debian), PostgreSQL, JDBC, MQTT, ESP-32, Raspberry pi

Languages (0-5) Finnish (5), English (5), German (2), Russian (2), Chinese (2)