

Olli Nieminen

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www.linkedin.com/in/nieminenolli/ • https://github.com/SteelFace87
www.oli.codes

SUMMARY

Full-Stack Developer • Background in Engineering • Passionate About React

Full-Stack Software Developer with 8 years of Engineering experience and a passion for diving under the hood to get a deeper understanding on new technology.

During my last years as an Engineer, I developed a keen interest in JavaScript and started creating React applications. The more I learned about handling data, the more I started looking into the shortcomings of the software that I was using, and my passion for automation kicked in. Questions like “why do we need to enter the same part number manually 4 different times to achieve a single task” finally convinced me to take the leap into the Tech-Industry.

RECENT PROJECTS

Portfolio Site

Links: www.oli.codes | https://github.com/SteelFace87/Olli-Codes

Summary: Static portfolio website built with Gatsby and React. I really enjoyed learning Gatsby, GraphQL and static queries to make this project possible.

USGS River Info

Links: https://steelface87.github.io/USGS-River-Info/auth.html | https://github.com/SteelFace87/USGS-River-Info

Summary: Full stack app featuring Firebase and vanilla JavaScript that feature easy interface to USGS data.

Alchemy Cheat Sheets

Links: https://github.com/alchemy-cheat-sheets

Summary: Mob programmed a terminal based full stack app geared towards developers that allows them to share notes in order to support continuous learning on bleeding edge technologies.

FRONT END STACK

React • Gatsby • HTML • CSS • Inquirer • Glamor • React Styled Components • Post CSS

BACK END STACK

Node.js • Express • Super Agent • JavaScript • GraphQL • API

DATABASES

Netlify • Mongo • Mongoose • Heroku • Firebase • AWS S3 • AWS EC2 • GitHub Pages

TOOLS

Jest • QUnit • TDD • Enzyme • Snapshot Testing • Agile • Mob Programming • Nodemon

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RELAVANT PROFESSIONAL EXPERIENCE

ALLIED SYSTEMS COMPANY **Design Engineer / Test Engineer** • 2016 – 2019

Worked within a team atmosphere to design, program, and test marine hydraulic equipment used in commercial applications while following industry standards.

- Conducted factory acceptance testing for marine cranes while providing support for equipment in the field.
- Programmed Parker hardware used in operating marine equipment.
- Developed cost efficient solutions to complex problems.

Guardian Industries **Mechanical Engineer / Lead Design Engineer** • 2011 – 2016

Developed Guardian's proprietary technology, manufacturing process and production equipment; relocated facilities and trained new employees. Evaluated products, parts, and processes for cost efficiency, reliability and recommended design alterations to improve procedures and product.

- Aided in runoff phase and final equipment debugging to earn client approval for new manufacturing equipment.
- Lead design efforts for early R&D phases, including a revolutionary solution for the window industry.
- Led turnaround of a subpar prototype and an unmanageable, unrepeatable manufacturing process into a marketable product.
- Led all manufacturing equipment, preventative maintenance and troubleshooting, including electronic, mechanical, and industrial equipment purchased from various vendors.
- Consulted with equipment operators before configuring and programming systems to ensure user-friendly digital control system layouts.
- Created a tracking system to address root causes of product anomalies, defects, or failures in field.

EDUCATION

Alchemy Code Lab

Full-Stack JavaScript Development

University of Pittsburgh

Bachelor of Science (BS) • Major in **Mechanical Engineering**, Minor in **Mathematics**

Dunwoody College of Technology

Industrial Controls & Automation Degree