

### Summary.

Hi! I'm Sam, a student pursuing a bachelor's degree in Information and Communication Technology at Häme University of Applied Sciences. I'm currently focused on expanding my skills in cyber security, 3D modeling and building indie games.

When I'm not working on a project or school-related stuff, I'm most likely playing video games with my friends, watching some show or movie on Netflix, or if the weather's good, going out for a jog.

### **Education**

#### Häme University of Applied Sciences, HAMK

Riihimäki, Fl

B4.Eng. In Information and Communications Technology | 178/240 CR

Jan 2019 - est. Dec 2022

Courses: Orientation to ICT-studies, Basics of Mathematics, Web Technology, Programming, Introduction to Information Systems, Web Application Development, Graphics Programming and User Interfaces, Smart Systems, Digital Audio and Video Production, Information Networks, Mobile Networks and Apps Development, 3D Technology and Video Production Technology.

Hyria Education Riihimäki, FI

VOCATIONAL QUALIFICATION IN BUSINESS INFORMATION TECHNOLOGY | 180 CR

Aug 2016 - May 2019

May 2020 - Jul 2020

### Technical Skills

**Programming** C/C++/C#, JavaScript and Python.

**Technologies** AngularJS, Apache Cordova, Bootstrap, Django, Firebase, jQuery and React.js.

**DevOps** Azure, Docker, Git, GitHub and Grafana.

**Programs** Adobe After Effects/Photoshop/Premiere Pro, Autodesk 3ds Max, MS Office.

**Operating Systems** Android, iOS, Linux, macOS and Windows.

**Languages** English, Finnish, Swedish.

## Work Experience \_\_\_\_\_

Broman Logistics Oy Hyvinkää, Fl

Warehouse Worker | Part-time May 2021 - Aug 2021

• Responsible for inbound and outbound shipments (e.g. loading and unloading delivery vehicles).

Broman Logistics Oy Hyvinkää, Fl

WAREHOUSE WORKER | PART-TIME

• Responsible for inbound and outbound shipments (e.g. loading and unloading delivery vehicles).

Broman Logistics Oy Hyvinkää, Fl

Warehouse Worker | Part-time Jun 2019 - Aug 2019

• Responsible for inbound and outbound shipments (e.g. loading and unloading delivery vehicles).

SuperApp Oy Lahti, FI

MOBILE DEVELOPER | INTERNSHIP Oct. 2018 – Jan. 2019

- · Designed and built mobile applications.
- Migrated and tested over 30+ software development websites.
- Created and tested prototypes for customer projects.
- In addition, I also did a personal project during my internship.

Sunlogix Riihimäki, FI

- I was responsible for processing and answering RMA emails and telephone calls, related to HP laptops.
- Troubleshot returned hardware and documented all the details found during the investigative.
- Diagnosed and repaired broken electronics (e.g. turntables, laptops, desktops and smartphones).
- Picked and packaged products for RMA shipment.

Posti Group Oyj. Riihimäki, Fl

POSTAL WORKER | PART-TIME (SEASONAL HELPER)

· Collected and sorted through incoming letters and parcels.

Sunlogix

Internship

Aug. 2017 – Oct. 2017

• I was responsible for processing and answering RMA emails and telephone calls, related to HP laptops.

- Troubleshot returned hardware and documented all the details found during the investigative.
- · Diagnosed and repaired broken electronics (e.g. turntables, laptops, desktops and smartphones).
- Picked and packaged products for RMA shipment.

## **Projects**

#### Isometric Room | 3D Model

Riihimäki, Fl

HÄME UNIVERSITY OF APPLIED SCIENCES, HAMK

Jan. 2022

Dec 2017

- In this project, the goal was to create an isometric representation of a room of the apartment, along with the corridor of the apartment and a city view from the window.
- · Originally, the plan was simply to model the old Nintendo Entertainment System (NES), a television, and a wall in the background.
- 3D Modeling and Rendering Software: Autodesk 3ds Max.

#### Technivorm Moccamaster | 3D Model

Riihimäki, Fl

HÄME UNIVERSITY OF APPLIED SCIENCES, HAMK

Dec. 2021

- The assignment was part of the 3D-visualization and virtual environments course.
- 3D Modeling and Rendering Software: Autodesk 3ds Max.

Movie Rental Service Riihimäki, Fl

HÄME UNIVERSITY OF APPLIED SCIENCES, HAMK

Mar. 2020

- The purpose of this project was to develop a web-based rental management system that allows users to make rentals, return rentals, and track the rental time for each rental.
- The planning and implementation took place through Trello and GitHub.
- Used technologies: Django (Web framework) and Bootstrap (Front-end framework).

#### Rautakauppa Metsämäki | An Ordering system for an imaginary company

Riihimäki, Fl

HÄME UNIVERSITY OF APPLIED SCIENCES, HAMK

Oct. 2019

- The goal of this project was to implement an ordering system that was able to place new orders and to modify and track the progress of orders. The program was implemented for an imaginary company.
- The program was written in C#, part of the C-family of programming languages, and used SQL as a relational database query language.

#### IoT Dashboard | A versatile hybrid app for Android / iOS devices

Riihimäki, Fl

SuperApp Oy

- Dec. 2018
- IoT Dashboard is a hybrid mobile application developed with the first version of the Ionic Framework, on top of Apache Cordova, using HTML and AngularJS.
- This application lets you connect, view, and control IoT devices. This could be anything from single-board computers presenting critical server
  information to custom API services.

# **Volunteering**

#### Riihimäen lukio (Riihimäki Senior high school)

Riihimäki, Fl

DIGITAL TUTOR

Jan. 2016 - Jun 2016

• Helped and supported other teachers and students in ICT-related tasks.

#### Harjurinteen koulu (Harjurinne Junior high school)

Riihimäki, Fl

PREFECT (TUKIOPPILAS)

Jan. 2013 - May 2015

## Extras (Courses, Activities)

Oct. '21 University of Helsinki, Cyber Security Base: Securing Software | 3 CR (ECTS)

May '21 Generation Z Challenge, First CTF | Nick: Recon | Points: 3122 | Place: 66th

Mar. '21 University of Helsinki, Cyber Security Base: Capture The Flag | 1 CR (ECTS)

Riihimäki, Fl

Dec. '20 **Häme University of Applied Sciences, HAMK**, Cisco Certified Network Associate Routing and Switching

Riihimäki, Fl