

# Teemu Järvinen

Frontend Developer & UI/UX Designer











[Website](#) [GitHub](#) [LinkedIn](#)

Enthusiastic programmer and an artist who seeks opportunities to utilize and expand his skill set.

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## TECHNICAL SKILLS



### Programming

 HTML  
 CSS  
 Javascript ES6  
 React  
 Git  
 Java, JavaFX  
 SceneBuilder  
 Bootstrap  
 MySQL  
 Unity

### Designing

 Photoshop  
 Figma  
 Canva  
 Blender

### Services

 GitHub  
 Azure DevOps

## EDUCATION

### Master's degree in Computer Science

University of Eastern Finland | Currently enrolled

### Bachelor's degree in Chemistry

University of Eastern Finland | Graduated

## WORK EXPERIENCE

### Assisting youth leader - City of Varkaus

1.6. - 21.6.2020

- Produced media content such as advertising posters for events and shoot videos for Instagram.
- Created a digital adventure environment for the Vekara-Varkaus event with the Actionbound app.

## VOLUNTEERING

### Provinssi - Seinäjoki Festivals Oy

27.6. - 29.6.2019 | 28.6. - 30.6.2018 | 29.6. - 1.7.2017

- Volunteered as a community service officer

### Loud'n Live Promotions Oy Ltd.

16.7. - 22.7.2018 | 3.8. - 6.8.2017

- Volunteered as a ticket inspector

### Nordic Live Productions Oy

28.7. - 30.7.2017

- Volunteered as a ticket inspector

## LANGUAGE

Finnish - Native

English - Fluent

## PROJECTS

### Kovaa & Kontissa

[Website](#) [Code](#)

HTML | CSS

[Designing process](#) [Figma](#)

Objective:

- Create an approachable and professional looking website
- Improve responsive designing skills with code and design

Learned:

- Mobile design should come first
- Asking feedback often is really important because others see things differently
- It's important to be flexible with your designs because changes do occur
- Not trying to perfect every little thing
- Took a lot more time than I first thought - Better estimate now how fast I can code and design

### MarjaGo

[Prototype](#) [Figma](#)

UI / UX Design

School project where I had a chance to collaborate with 7 people to create UI / UX design for berry and mushroom picking mobile app.

My Role:

- Had the pleasure to design everything with Figma since team members didn't have any prior experience with designing tools such as Figma.

Challenges:

- How to regulate false/accidental berry spots that users leave. For example, the berry is named Blueberry when it should be Blackberry.
- How to reduce mistakes that users make when writing. For example when writing berry species or when writing the degree of ripeness of the berry.

My solutions to challenges:

- Reporting false/accidental spots made easy as possible: User clicks report button on berry post and the information about the post gets copied to report screen. Then the user may include additional info and click send.
- The use of dropdown menus reduced mistakes and also made adding new berry spots much faster.

### Pokedex Randomizer

[Preview](#) [Code](#)

Bootstrap | Javascript | HTML | CSS

Objective:

- Learn how to use Bootstrap
- Improve Javascript skills
- Learn how to utilize external API

Result:

- Learned to exploit Fetch to get information from external API.
- Made website responsive with Bootstrap.