

Timo Aho

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Full Stack JavaScript Developer



SKILLS



Front-end

HTML5 CSS3 ES6 Bootstrap Tachyons SASS React Redux Gatsby



Back-end

Node.js Express OAuth RESTful APIs GraphQL RabbitMQ



DevOps

Node.js Ecosystem Webpack Docker Jenkins Robot Framework Ansible



Design

Atomic Design Material Design Grommet



EMPLOYMENT

Consultant, Siili Solutions

2017-02 — Present

Technology consulting and software development. Initial focus on 3D technologies, Mixed Reality research and prototyping. Current focus on Full Stack JavaScript.

- Envisioning Experience Tribe member. I've been learning designer skills such as storytelling, typography, UI design, UX design, and design systems.
- Focus on latest web technologies and full stack JavaScript. Some of the frameworks and libraries that I'm currently using include: React, Redux, Webpack, GraphQL, ESLint, Babel, ES6.
- Participated in Lemminkäinen InfraHack hackathon was selected to pilot a HoloLens based solution for pavement industry.

Contractor, Zoan Oy

2017-01 — 2017-02

Virtual Reality content creation with Unreal Engine.

Contractor, Session Software Ltd

2016-08 — 2016-10

Back-End development for visual collaboration tool app. SaaS architecture, Node.js, CouchDB.

Contractor, 3D Render Oy

2016-09 — 2016-10

VR/AR content creation for architectural visualization. Worked with hand held AR and Unity Game Engine.

Senior Consultant, Houston Inc

2016-02 — 2016-03

Front-End development for IoT applications. Work with Angular framework.

Kumppanikoodari (Software Engineer), City of Helsinki

2015-06 — 2015-12

Software developer working primarily on (Service Map)[<https://palvelukartta.hel.fi/>].

- Software development for Six City Strategy(6Aika). Broad goals were open innovation platforms, open data and interfaces, and open participation and customership.
- Open source: git/github, open source development principles, open source licencing
- Web technologies: JavaScript, CoffeeScript, Node.js, REST API's, GIS.

Software Engineer, Portalify

2012-01 — 2014-01

Lead Front-End Developer. Developed web front-end for TETRA network applications and location tracking.

- GIS Software, Tetra networks, Continuous Integration, Message Queues, Distributed software architectures, Virtualization.
- JavaScript, Perl, Jenkins, Git, RabbitMQ, Jenkins

Software Engineer, Meshcom Technologies

2010-01 — 2012-01

Work on web based administration tool for an embedded Linux access point device.

- Embedded Linux, Network protocols
 - Programming: Bash, C, JavaScript
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EDUCATION

Helsinki University

2004-09 — 2009-06 | Programming fundamentals Java C Databases Shell scripting Web programming Data structures and algorithms Networks and Communications TCP/IP Protocol stack Security Software Development Methodologies Agile Methodologies Usability Interface Technologies Introduction to Artificial Intelligence Introduction to Statistics Linearalgebra and Matrix Calculus



INTERESTS

Open Source

Current

Regular GitHub user and tinkerer.

Mixed Reality

Current

Devoted the last three years of my life studying VR/AR.

Automation

Current

I have a RaspberryPi powered ongoing home automation project.