

# Timo Aho

## Full Stack JavaScript Developer

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Creative • Detail oriented • Get things done

8-Year career in IT • 7 Years with JavaScript

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## About

I Studied computer science in Helsinki University. Started off my engineering career doing embedded linux firmware development. Spent my early career in startup environment writing JavaScript. Continued my career doing open source software engineering for the city of Helsinki. Spent some time freelancing. Currently I work in technology consulting and specialize in web technologies.

I'm a Bachelor of Science from Computer Science. During my studies I developed an interest towards interaction technologies. As a personal project I have been working with a gesture interaction project built using node.js. I organized a collaborative effort to further develop the project. I'm always interested in mentoring people on topics revolving around programming.

I got into IoT after working on a home automation project. After that I moved my focus to Virtual Reality. Joined the Finnish Virtual Reality Association, participated in a handful of startups, got a couple of freelance gigs doing VR/AR solutions.

## History

<b>Consultant</b>	<p>Siili Solutions <b>02/2017-&gt;</b></p> <ul style="list-style-type: none"><li>• Mixed Reality research and prototyping. Augmented Reality, Unity Engine.</li><li>• Frontend Developer. React, Redux, Webpack etc.</li></ul>
<b>Freelancer</b>	<p><b>2016</b></p> <p>AR/VR related projects</p> <p>Client organizations: 3D Render Oy, Session Software Ltd, Zoan Oy</p> <p>Finnish Virtual Reality Association affiliate</p> <p>Technologies: Unity Engine, Unreal Engine, 3D Scanning, Virtual Reality, Augmented Reality</p>
<b>Senior Consultant</b>	<p><i>Houston Inc</i> <b>2016</b></p> <p>Web developer</p> <p>Technologies: JavaScript</p>
<b>Downshifter</b>	<p><b>2014-2016</b></p> <p>Creative coding period with Node.js</p>

Open source project lead & mentor

Home automation

Gesture control

Technologies: JavaScript, CoffeeScript, Node.js, Electron, Raspberry Pi, Leap Motion

**Software Engineer**

*City of Helsinki* **2015**

Open source frontend development

Open Data API development

Technologies: CoffeeScript, Leaflet, Node.js, Grunt, git, Mocha, GIS

**Student**

*University of Helsinki* **2014**

Bachelor of Science from Department of Computer Science

**Software Engineer**

*Portalify Ltd* **2012-2014**

Lead frontend developer

Technologies: JavaScript, Perl, Jenkins, Git, Message Queues, GIS systems, Tetra

**Software Engineer**

*Meshcom Technologies* **2010-2012**

Embedded Linux firmware development

Technologies: C, Linux. Network protocols

## Technical Skills

**Web**

**Fundamentals:**

- HTML
- CSS
- JavaScript

**CSS:**

- Preprocessors: SASS, Less, Stylus
- Frameworks: Twitter Bootstrap, Tachyons, Grommit

Frameworks: **React** / Redux

**Full Stack JavaScript**

**Package managers**

- npm
- yarn
- pnpm

**Build tools**

- webpack
- gulp
- grunt

## **Code styling**

- eslint
- prettier

## **Other stuff**

- Lodash/Underscore
- Nodemon
- PM2
- Babel
- ES6
- CoffeeScript
- TypeScript

## **Server development**

- Node.js
- Express
- Socket.IO

## **Networks**

### **TCP/IP**

### **Transport**

- REST API's
- GraphQL
- MQTT

### **Encryption**

- SSL
- OAuth2

## **DevOps**

### **CI-Systems:**

- Jenkins
- Travis

### **Testing**

- Mocha
- Robot Framework

### **Version Control**

- Git

### **Collaboration tools**

- JIRA
- Confluence

- Trello
- Slack
- GitHub
- Gitlab
- Bitbucket

### **Development Methodologies**

- Scrum
- Kanban
- Pair programming

### **Design**

#### **Design Systems:**

- Atomic Design
- Material Design

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August 2018