

Arttu Modig

arttu@armadainteractive.com | arttu.modig@gmail.com | +358 45 356 8281

EDUCATION

AALTO UNIVERSITY

M.Sc. (TECH.) IN BIOINFORMATION TECHNOLOGY

Oct 2016 | Espoo, Finland

Major: Computational and Cognitive Biosciences

Thesis: *A Metric for Human Motor Capacity*

B.Sc. IN BIOINFORMATION TECHNOLOGY

Nov 2015 | Espoo, Finland

LINKS

Facebook:// **amodig**

Github:// **amodig**

LinkedIn:// **amodig**

Twitter:// **@ArttuModig**

Hobbies:

BoardGameGeek:// **Dalar**

Goodreads:// **amodig**

RateYourMusic:// **Dalar**

Rock climbing • yoga • meditation

SKILLS

DATA SCIENCE

Expert & loving:

Data Analysis • Data Visualization

Bayesian Statistics • Machine Learning

Technologies I've used:

RDBMS • NoSQL • Big Data (Hadoop, Spark, Cloudera, HP Vertica)

Google Cloud (Analytics, BigQuery, Composer/Airflow, Kubernetes, Tag Manager)

Things I've done extensively:

A/B testing • ETL • CRM • KPI

PROGRAMMING

Expert/Working knowledge:

Python (OOP, Jupyter, Pandas, SciPy, Matplotlib) • R (tidyverse, ggplot2)

SQL • Git • Jira • Matlab • Java • \LaTeX

Some experience:

HTML5 • CSS • JavaScript

Shell scripting • C • PHP

Scala • Stan • Processing

BUSINESS EXPERIENCE

ARMADA INTERACTIVE | DATA SCIENTIST

Dec 2017 – Present | Helsinki, Finland

- Data-informed product design & development and in-game analytics.
- Automated analytics, ETL, data modeling (Airflow, BigQuery) and visualization (Superset) in Kubernetes environment.

VEIKKAUS | DATA SCIENTIST

Jan 2017 – Dec 2017 | Helsinki, Finland

- Member of the Operational Analytics team in Digital Marketing, Sales and CR.
- Web analytics & optimization (A/B testing).
- Automated KPI, Performance Attribution and CRM analysis and visualization.
- General data analysis, data exploration and machine learning.

RAY | DATA ANALYST & SOFTWARE DEVELOPER

Apr 2015 – Dec 2016 | Espoo, Finland

- Member of the Game Studio UX/UI team.
- Member of the Business Intelligence team.
- BI data mining, predictive modelling and reporting automation.
- Computational UX/UI personalization.
- In-game analytics and general data analysis, data exploration and machine learning.

RESEARCH EXPERIENCE

HELSINKI INSTITUTE OF INFORMATION TECHNOLOGY | RESEARCH ASSISTANT

2011 – May 2015 | Helsinki, Finland

- Member of the Information, Complexity and Learning research group led by Assistant Prof. Teemu Roos (part of CoSCo).
- Applied information theory, machine learning and Bayesian statistics.
- Created software and services, e.g. a full LAMP production service and a recommendation engine backend service in Python.

MAX PLANCK INSTITUTE FOR INFORMATICS | RESEARCH ASSISTANT

Jul 2012 – Sep 2012 | Saarbrücken, Germany

- Computational Human-Computer Interaction research by Ph.D. Antti Oulasvirta.

DEPARTMENT OF MICRO AND NANOSCIENCES, AALTO UNIVERSITY | RESEARCH ASSISTANT

2009 – 2011 | Espoo, Finland

- Member of the Photonics research group led by Prof. Seppo Honkanen. Extensive experience with laboratory setups and working in a clean room space with chemical handling.

PUBLICATIONS

Please see: <https://dblp.org/pers/hd/m/Modig:Arttu>