

Arttu Modig

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EDUCATION

AALTO UNIVERSITY

M.Sc. (TECH.) IN BIOINFORMATION TECHNOLOGY

Oct 2016 | Espoo, Finland

Major: *Computational and Cognitive Biosciences*

B.Sc. (TECH.) IN BIOINFORMATION TECHNOLOGY

Nov 2015 | Espoo, Finland

ACTIVITY

Facebook:// **amodig**

Github:// **amodig**

LinkedIn:// **amodig**

Twitter:// **@ArttuModig**

Hobbies:

BoardGameGeek:// **Dalar**

Goodreads:// **amodig**

RateYourMusic:// **Dalar**

EDM • cinephilia • meditation
nature • rock climbing • yoga

SKILLS

DATA SCIENCE

Expert & loving:

Business Intelligence • Data Analysis,
Engineering & Visualization • Bayesian
Statistics • Machine Learning

Things I've done extensively:

A/B testing • Airflow • BigQuery • ETL
Superset • CRM • KPI

Other technologies I've used:

RDBMS • NoSQL • Big Data (Hadoop,
Spark, Cloudera, HP Vertica) • Google
Cloud (Analytics, Kubernetes, Tag
Manager)

PROGRAMMING

Expert/Working knowledge:

Python (OOP, Jupyter, Pandas, SciPy,
Matplotlib) • R (tidyverse, ggplot2)
SQL • Docker • Git • Jira • Matlab
Java • GNU/Linux • \LaTeX

Experience:

HTML5 • CSS • JavaScript
Shell scripting (Bash, ZSH) • Stan
C • PHP • Scala • Processing

BUSINESS EXPERIENCE

ARMADA INTERACTIVE | DATA SCIENTIST

Dec 2017 – Sep 2020 | Helsinki, Finland

- Data-informed product design and development with the use of in-game analytics.
- Data engineering and automated dashboard analytics: ETL, data modeling (Airflow & BigQuery) and data visualization (Superset) with Google Cloud (incl. customized Kubernetes environments).

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>