# 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**

I love doing:

Data Analysis • Data Visualization
Bayesian Statistics • Machine Learning
Technologies I've used:

PDRMS • NeSOL • Rig Data (Hadaan)

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 • ŁTĘX
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