

Vilja Kettunen

Junior Software Developer | Data Engineer |
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<https://em1e.github.io/portfolio/>

It always seems impossible until it's done.



A Finnish developer with **background in social media and project management** who recently moved from Helsinki to Stockholm. I'm easy to work with, a **quick learner** and **motivated worker** who currently has **way too much free time** on their hands, even while taking evening classes remotely for my studies.

I'm **open to travelling between Stockholm and Helsinki weekly if needed**. Specifically looking for remote or hybrid work (1-2 days on-site a week) from Helsinki area.

Skills

Technologies: **Python, C++, C, TypeScript, JavaScript, Java, HTML, CSS, React.js, Next.js, Node.js, Three.js, Docker, Git, PostgreSQL, Nginx, Linux, Shell scripting, airflow, dbt**

Certifications: **Google's Project Management, 42 Network Common Core, Elements of AI, First Aid 1**

Education

2025-Present **Information Technology (Data Science)**, *Kajaani University of Applied Science*, Helsinki, Finland, Hybrid.

It is **meant to be manageable alongside full-time work**.

- Studies have **focused on Automation, Data and ML**: so far, I've worked with **Python, PostgreSQL, Docker and GitLab**.
- The program emphasizes practical, project-based learning and hands-on use of advanced resources.

2023-2025 **Software Development**, *Hive Helsinki*, Helsinki, Finland.

- Studies focused on **C, C++, and Web development**, through project-based learning with peer-to-peer collaboration.
- Gained experience also with **CI/CD Pipelines, memory management, VMs, IP networking, game development**, etc.

2022-2023 **Web Development Certifications**, *Zero To Mastery*, Remote.

- Gained experience in the basics of JavaScript, react.js, three.js, Python, and Go

2020-2022 **International Baccalaureate, Upper Secondary School**, *Nyborg Gymnasium, Denmark*.

Projects

APUA platform, Efficient study and **note taking platform** for life learners, *Review on Github*.

A **TypeScript & React based full-stack project** designed to increase productivity while studying.

- The project includes **auth, notion like modular block system for notes, widgets, and flashcard system**.
- Features coming soon: review reminders, co working system, downloadable version for PC, etc.

YoutubeTrends, Automated data pipeline for fetching trending videos on YouTube, *Review on Github*.

A streamlined data-pipeline that pulls trending video data from the YouTube API and writes results into CSV files.

- The project includes **automation, file creation, database handling**, and more.
- Technologies include **Python, airflow, dbt, PostgreSQL, SQLAlchemy**, and YouTube API.

Portfolio 2.0, Visually appealing and **easy to navigate portfolio**, *Review on Github*.

A **TypeScript portfolio** made because the first version was too hard to use.

- The project includes **easily customizable code, moving pixels, organized lists for all information**, etc.

EasyConfigs, Website for making config file creation effortless, *View on GitHub*.

- Project was unfinished: technologies and frameworks include **react.js**, **typescript**, **next.js**, **docker**, **PostgreSQL**, **mdx**, and usage of **shadcn/ui components**.
- The project includes **CI/CD pipelines**, **secure authentication**, file creation and editing in browser, file download, history, and template creation.

Ft Irc, An IRC server created in C++, *View on GitHub*.

- Created to follow the RFC 1459 protocol
- Allows multiple clients to connect to the server, join channels, interact with each other and execute commands.

Cube3D, A raycasting graphics 3D game, written in C, *Review on Github*.

- Applies **trigonometric calculations and texture mapping** to render 3D graphics using the **C math library**.
- Collision management prevents player from walking through walls.
- Mini map that shows the player's position and field of view.
- Accepts any map defined by a text file that meets the minimum requirements, with extensive map validation logic.

Experience

2023–2025

Content Manager and Developer, *VioletsMc*, UK, Remote.

Manage content development and team coordination for an online gaming community of 6 000+ members, with a strong **focus on user engagement, monetization, and custom content**.

- **Oversee 5 international teams** of artists, designers, modelers, and developers, delivering content updates on schedule on a weekly basis.
- Conduct and lead **end-to-end project management**: initiation, **project planning**, **team coordination**, **resource management**, **development**, **QA testing**, feedback gathering, and **documentation**.
- Implemented backend features using **Java**, **YAML**, and **GitLab**-based workflows, and worked on a web application (**EasyConfigs**) for easy configuration file generation to increase productivity.

2024–2025

Event Coordinator, board member, *Hexagon -Student Association*, Helsinki, Finland.

- Organized and executed a variety of small events for the student body.
- Lead **end-to-end project management**: initiation, planning, team coordination, event execution, feedback and documentation.

2023

Web Developer, *Youthful Impact*, Remote.

- Created template pages for WordPress and improved website SEO.

2020

Youth Social Media Manager, *Nuorten ääni -toimetus*, Helsinki, Finland.

Managed the youth environment space's Instagram account.

- **Upkeeping the youth environment space's Instagram account** through **end-to-end project management**: ideas for content; scheduling content; **execution**: documenting events, posting multiple times a day and hosting weekly ig-lives; **monitoring post interactions** and responding to messages and comments.

2017–2020

Youth Journalist & Photographer, *Nuorten ääni -toimetus*, Helsinki, Finland.

- Produced and **worked on news stories**, giving readers a glimpse into how youth thinks and what matters to them.
- Worked with **many different forms of media**: social media, blogs, news articles, photographing, video editing, etc.
- **End-to-end project management**: initiation, planning, team management, research, execution, feedback and documentation.

Languages

Finnish (Native), English (C2), Swedish (B1), Japanese (A2)