

Senior Research Scientist  
 Elisa Corporation, Helsinki, Finland  
[www.jonaso.de](http://www.jonaso.de)

[jonas.oppenlander@elisa.fi](mailto:jonas.oppenlander@elisa.fi)

[github.com/joetm](https://github.com/joetm)

Research projects: [jonaso.de/projects](http://jonaso.de/projects)      Artworks: [jonaso.de/artworks](http://jonaso.de/artworks)      Web development: [jonaso.de/portfolio](http://jonaso.de/portfolio)

## Development Journey

- 2001–2011: Industrial management and mechanical engineering
- 2011–2012: Idea management with web-based system
- 2013–2014: IT service management and IT service design
- 2014–2018: Knowledge sharing with semantic web technologies and ontology engineering
- 2018–2021: Creativity support tools with crowdsourcing
- 2021–today: Pioneering applications of generative AI and prompt engineering

## Skills Summary

### RESEARCH:

- **Data analysis:** Quantitative analysis (Python/R/Excel) and qualitative methods (thematic analysis)
- **User experience research:** Planned, designed, and executed user studies (laboratory experiments, interview studies) and randomized controlled trials
- **Idea implementation:** Designed, developed, and evaluated web-based and cross-device applications

### MANAGEMENT:

- **Supervision:** Supervised and mentored research assistants and students (Bachelor/Master)
- **Recruitment:** Interviewed new team members (Post-docs, PhDs, research assistants)

### COMMUNICATION:

- **Collaboration:** Collaborated with colleagues and external research partners to achieve new breakthroughs in research and innovation
- **Relationship building:** Established collaborations with leading universities and professors
- **Public speaking:** Presented at international conferences
- **Teaching:** Teaching HCI to classes of  $\approx 150$  students

### ORGANIZATIONAL:

- **Time management:** Self-dependently planned and conducted research projects under multiple deadlines
- **Event planning:** Organised events and workshops (CHI workshops, summer school, scientific conference)

## Technical Skills

**Core Expertise:** I specialize in Python and JavaScript/TypeScript development, with a strong focus on AI and machine learning applications using PyTorch, Jupyter, and Huggingface. My proficiency extends to advanced prompting techniques with ChatGPT/GPT-4, leveraging retrieval-augmentation and various AI tools for enhanced functionality.

**Web Development & Cloud Computing:** Skilled in modern web development, I have developed complex applications using React, Node.js, and Django, and have a solid background in cloud computing with AWS and Azure. This includes implementing DevOps practices with tools like Docker, Terraform, and Ansible.

**Additional Technologies:** My broad experience also encompasses database management (SQL and NoSQL databases), and I am familiar with various additional technologies in web development, virtualization, and crowdsourcing platforms.

## Education

Oct 2021	<b>Doctor of Science (Tech.),</b> Computer Science (distinction)	<i>University of Oulu, Finland</i>
Nov 2015	<b>Master of Science,</b> Computer Science (distinction)	<i>University of Southampton, United Kingdom</i>
Aug 2013	<b>Certificate in Business Analysis</b>	<i>School of Continuing Studies, University of Toronto, Canada</i>
Mar 2011	<b>Diplom-Wirtschaftsingenieur,</b> Industrial Engineering	<i>TU Darmstadt, Germany</i>

## Professional Experience

Since Nov 2023	<b>Senior Research Scientist</b>	<i>Elisa Corporation, Helsinki, Finland</i>
Feb 2022 – Nov 2023	<b>Postdoctoral Researcher</b> Prompt engineering and text-to-image generation	<i>University of Jyväskylä, Finland</i>
Apr 2021 – Aug 2021	<b>Senior Researcher/PostDoc</b> Ontology engineer in NFDI initiative: Design, implement, and manage the NFDI4Culture knowledge graph	<i>Karlsruhe Institute of Technology/FIZ Karlsruhe, Germany</i>
May 2018 – Apr 2021	<b>Doctoral Researcher</b> – Investigated creative work on non-creative crowdsourcing platforms with a value-sensitive approach – Designed, implemented, and evaluated crowd feedback systems and creativity support tools – Teaching Human-Computer Interaction ( $\approx 150$ students) and Social Computing (20 – 65 students)	<i>Center for Ubiquitous Computing, University of Oulu, Finland</i>
Aug 2016 – Apr 2018	<b>Researcher</b> – Designed and developed socio-technical systems and crowdsourcing work flows for facilitating knowledge transfer	<i>Human-Centered Computing, Freie Universität Berlin, Germany</i>

– Supervision of bachelor and master students

Aug 2016 – Mar 2017 **Researcher** *Cluster of Excellence “Image Knowledge Gestaltung”, Berlin, Germany*

May 2016 – July 2016 **Web Developer** (Full-Stack) *Liip AG, Bern, Switzerland*

Full-stack development of web applications in an agile Scrum team

Oct 2015 – Apr 2016 **Developer** (Full-Stack) *Seme4 Ltd., Southampton, United Kingdom*

Developed [SkillsPlanner.net](https://skillsplanner.net) linked data platform and CKAN tool suite advancing fair and open data

Aug 2013 – July 2014 **Business Analyst** *Alstom IS&T, Paris, France*

Maintained IT service catalogue, designed user-facing IT services, conducted price analysis

June 2011 – Mar 2012 **Strategy Analyst Trainee** *Alstom Power, Baden, Switzerland*

Ad-hoc support for strategic management

Aug 2008 – Jan 2013 **Full-Stack Web Developer** (Freelance) *Darmstadt, Germany*

Conceived, built, and maintained several web applications, including an online community with over 228,000 members

## Awards

Nokia Foundation Scholarship (2020 and 2019), Wihuri Foundation Grant (2020), Takasen Foundation Scholarship (2020), Finnish Foundation for Technology Grant (2020), Tauno Tönnning Foundation Grant (2020), University of Oulu UniOGS grants (2019 and 2020), ACM SIGCHI travel grant (2019), Erasmus Sokrates Scholarship (2005)

## Certifications and Licenses

Microsoft Certified: Azure AI Engineer Associate (2024), Certified SAFe 6 Agilist (2023), Scrum Product Owner (2020), Scrum Master (2014), ITIL v3 Foundation (2014), PMI-certified Associate in Project Management (2014), Certificate in Business Analysis (2013), QM-Beauftragter (DAkkS) (2013), SAP TERP10 Certified (2013), Zend Certified Engineer PHP 5 (2010), Business English Certificate Higher (2009)

## Trainings and Courses

Leading SAFe 6.0 (2023), Generative Modeling Summer School (2023), Containers in Supercomputing Environment (2023), CSC Computing Environment (2022), Design Thinking (2021), Elements of AI (2020), ITIL 2011: Service Design (SD), Service Operation (SO), Service Strategy (SS), Service Transition (ST), Operational Support & Analysis (OSA) (2015)

## Languages

English (working language; TOEFL 114/120, IELTS 8)

German (Mother tongue)

French (4 years, uncertified)

## Publications

41 publications, including 8 journal articles and 9 conference papers, with 40+ co-authors

[Google Scholar profile](#)

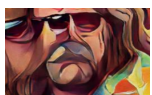
## Projects

Artworks created with text-guided image generation (since 2021)

[jonaso.de/artworks](https://jonaso.de/artworks)



### Selected research projects



*Prompt engineering* (since 2021)

This project investigates prompting first in the text-to-image generation, and now with a renewed focus on large language models (LLMs).



*Crowdsourcing creative work* (2018 – 2021)

This doctoral research project investigated how creative work is experienced by workers on non-creative crowdsourcing platforms, including the development of several crowd feedback systems.



*IKON – Knowledge transfer in research museums* (2016 – 2018)

An information architecture and visualisation on a public display for facilitating knowledge transfer among the researchers at the Museum for Natural History in Berlin.

### Selected software and web projects



*Artworks Reimagined – AI Camera Booth* (2023)

A web app created for the European Researchers' Night, enabling visitors to 'reimagine' an artwork by posing. StableDiffusion, T2IAdapter, ControlNet, Openpose, Real-ESRGAN, CLIP-Interrogator, public displays.



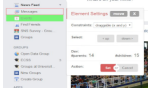
*OwlNightLong* (2023) – [ownightlong.online](https://ownightlong.online)

A lightweight web application for translating Finnish to English using a large language model (LLM)



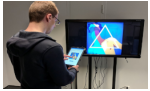
*SketchDraw* (2023)

A hybrid (mobile/web) app turning sketches into artworks using ControlNet and Stable Diffusion



*CrowdUI crowd feedback system to support web design* (2020) – [www.crowdui.com](https://www.crowdui.com)

CrowdUI is a system for co-designing webpage with the website users. Website visitors can manipulate the elements of the webpage and peer-evaluating the user-created layouts.



*DUPLEX situated feedback system* (2019) – [github.com/joetm/perdis-client](https://github.com/joetm/perdis-client)

A concept for a public display installation that allows artists to collect feedback from a situated crowd. One digital artwork is shown on the main screen while feedback is entered on a touchscreen.



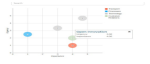
*sameAs-Lite* (2016) – [github.com/sem4/sameAs-Lite](https://github.com/sem4/sameAs-Lite)

A co-reference resolution service offered as open source and implemented with object-oriented PHP.



*SBB Pilot Open Data Platform Public Transport Switzerland* (2016) – [opentransportdata.swiss](https://opentransportdata.swiss)

An open data store for transport in Switzerland. Work included developing extensions for CKAN.



*Eurapco Trend Monitoring Platform* (2016) – [www.eurapco-trends.com](https://www.eurapco-trends.com)

Developed a web platform for monitoring trends (Python/Django, Vue.js)



*GFBio Terminology Service website* (2016) – [terminologies.gfbio.org](https://terminologies.gfbio.org)

Design of the web presence of the GFBio Terminology Service.



*SkillsPlanner Linked Data Platform* (2015 – 2016) – [www.skillsplanner.net](https://www.skillsplanner.net)

Developed Skillsplanner linked data platform, including data conversion tools and documentation.