

> EMPLOYMENT & PROJECTS

May 2020 – Present

Software Designer, at Civilpoint Oy

I started at Assetpoint Oy as a summer intern and continued as a part-time employee while studying after the summer internship ended. My responsibilities include working as a developer in software development teams, prototyping, bug fixing and researching potential new technologies and products. I mostly work with full stack web development. My most challenging work has been with prototyping and researching new technologies and I've overcome the challenges by fluid planning and rapid prototyping.

February – May 2020

Teaching Assistant, at Aalto University

I worked a teaching assistant position at Aalto University for the [CS-A1150 Databases](#) course in February 2020. The course teaches relational algebra, UML-design, and MySQL. My responsibilities will include hosting exercise sessions in both Finnish and English, and reviewing student projects and assignments.

December 2019 –
June 2021

Environment Designer, at DayZRP

For almost three years I worked on a hobby game environment project for DayZRP, which included 3D-modeling, terrain modeling, and regular object placement. The terrain was designed as a 5x5 km hyper detailed urban environment. The most challenging part of the project was catering the terrain to the needs of the players very quickly.

September 2019 –
May 2020

Aalto University Software Project

Almost two-semester length software project course, mostly utilizing Node.js, MongoDB, React and AWS in a real software project for a company. The project uses a modified version of Scrum. My responsibilities so far have been setting up a deployment pipeline to AWS, working with the backend and the MongoDB database, and designing the frontend.

June – August 2019

Aalto University Protocamp

Machine vision-based Lua project for recognizing and teaching objects (magazines) from live images, that works in an integrated system composed of SICK's machine vision camera. Created in a team of five for SICK Oy as a prototype.

<http://protopaja.aalto.fi/protopaja-2019/sick/>

September 2018 –
October 2019

Game Modification Developer, at DayZRP

Part-time volunteer work consisting of programming in a C#/Java-like proprietary language ([Enforce Script](#)), server-side programming and integration of "web to server" communication, fixing gameplay bugs, planning and maintaining a codebase, and urgent fixes executed on a tight schedule.

> EDUCATION

2018 – 2021

Aalto University School of Science

Bachelor of computer science, Data science minor

2015 – 2018

Joensuun lyseon lukio

Finnish Matriculation Examination

> SKILLS

HTML & CSS (& Bootstrap)	Excellent
JavaScript, TypeScript & Node.js	Excellent
React	Excellent
VBS/Arma Tools (Visitor, Oxygen)	Excellent
C#	Good
Scala	Good
SQL (PostgreSQL)	Good
NoSQL (MongoDB)	Good
Lua	Good
UI Design (Lunacy/GIMP)	Good
3D Modeling (Blender) & Substance Painter	Good
Git	Good
Java	Moderate
C & C++	Moderate
PHP	Basics

> LANGUAGE SKILLS

Finnish	Native
English	Fluent
Swedish	Decent

> INTERESTS

My interests include game modding (Arma 3/DayZ), environmental design, game asset creation, scripting, and contributing to open-source projects. I'm also very passionate about agile development, Scrum, and fast prototyping.