Matti **Jokitulppo**

Software Engineer

about

Espoo, Finland

melonmanchan@gmail.com https://mattij.com github.com/melonmanchan

languages

native: finnish fluent: english

intermediate: swedish

programming

JavaScript Node.js React Angular HTML5 CSS3 Sass Python C# Java PHP

interests

electronics, games & game programming, embedded programming, robotics, linux, open source software, web development, music

education

2016 - **Master's Programme in Computer Science**Software Systems and Technologies study track

Aalto University

2012 - 2015 Degree in Software Engineering JAMK University of Applied Sciences

2011 Finnish Matriculation Examination Koulutuskeskus Salpaus, Nastola

experience

11 2015 - Aalto University Learning Environments research group Developer

Developing mobile and web applications and augmented reality solutions

2014 - Nestronite OY, Jyväskylä Developer

Designing and developing Jaxber, a multi-platform mobile application for collecting customer feedback.

Developer

team-based sports tournaments.

04 – 07 2015 **N4S@JAMK, Jyväskylä**

Developing Contriboard, a modern web app for team collaboration.

04 – 07 2014 **N4S@JAMK, Jyväskylä** *Converting Tieto TOAS JavaEE framework packages from CentOS/RHEL*

Linux to Ubuntu.

Website for tracking

PHP/JavaScript/HTML5

applications

2015	Soar Hybrid app for real-time peer-to-peer view bRTC. Made with Cordova/Angular/Ionic	
2015	Contriboard Single page app for real-time coact/NodeJS/Express/MongoDB.	http://n4sjamk.github.io/contriboard ollaboration, developed with Re-
2015	Android robot https://github.com/melonmanchan/Android-Robot-V2 Arduino-powered robot that's controlled over Bluetooth LE via an Android app, made as my thesis project for JAMK. C++/Java.	
2014	Jaxber Multi-platform mobile application for collecting customer feedback, developed with HTML5/JavaScript/LESS utilizing PhoneGap framework. Also created management panel with Node.js/Express/Sass/Handlebars.js.	
2013	Tulospalvelu	https://bitbucket.org/teepalvelu/tulospalvelu

scores