

Panu Kangas

Manager / Software Developer

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📍 Helsinki, Finland

🌐 LinkedIn

🐙 GitHub

🧠 SKILLS

Programming

- C/C++
- Python
- JavaScript & TypeScript
- HTML & CSS (also Tailwind CSS)
- Node.js
- React

Developer tools

- Game engines (especially Godot)
- Git & GitHub
- Docker
- SQL & MongoDB

Other relevant skills

- Excellent communication skills
- Leadership

Spoken languages

Finnish, English & Swedish

🎓 EDUCATION

Hive Helsinki | Software Development

Oct 2023 – May 2025

- Peer-to-peer learning with hands-on assignments.
- Building projects with C/C++ and full stack technologies.
- Collaborated on multiple team projects learning code reviewing and quality assurance.

Lahti University of Applied Sciences | Musical theatre

Aug 2012 – May 2016

- Actor training with a focus on musical theatre.
- Developed creativity, pressure tolerance, and teamwork skills.

👤 PROFILE

I'm a software developer from Hive Helsinki Coding School with **strong skills in C/C++** and a solid grasp of **Python** and **full stack development**. Before transitioning into tech, I spent **10 years working in theatre industry** both as an actor and a manager. This experience gave me **excellent communication and teamwork skills**, as well as a creative mindset. I've also **co-founded and led a theatre ensemble for six years**, gaining hands-on experience in leadership, project management and self-organization. I'm now **finishing an internship at Nokia** and excited to find a permanent role where I can keep **pursuing my passion for software development**.

📁 RELEVANT PROJECTS

Wolfenstein 3D -replica ☑

Tech stack: C + MLX42 image handling library

- A 3D game project done in a team of two.
- Runs on a custom-build game engine written in C.
- My main responsibilities included implementing the ray casting algorithm, enemy AI, door mechanics, and minimap.

The Lab Incident ☑

Tech stack: Godot

- A 2D game created as part of the Finnish Game Jam 2025.
- Created in a team of four developers in only 48 hours.
- You can play the game [here](#) ☑.
- My main responsibilities included implementing the core game mechanics, like collision detection, main character movement and game state tracking.

👜 WORK EXPERIENCE

Nokia | Software Engineering Trainee

Jun 2025 – Present

- Embedded software development for 5G products.
- Main responsibilities included developing the test environments in Python and improving, refactoring, and maintaining Nokia's large Layer 1 codebase in C++.
- **Referral:** Chris Boyd, Line Manager - chris.boyd@nokia.com ☑

Musiikkiteatteri NYT ry | Co-founder & manager

2016 – 2022

- As manager I was in charge of budgeting, communications, HR, marketing and leading creative processes.
- NYT ry produced five full-length theatre pieces under my leadership. The largest of them employed 15 people.

Freelancer | Actor, voice talent & producer

2014 – Present

- Performed in over 20 musicals.
- Produced 8 theatre productions.
- Narrated 100 audiobooks and dubbed in hundreds of animations.