SONJA TERVOLA

Date and Place of Birth: 19.12.1999; Helsinki, Finland
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EDUCATION

- MSc in Software and Service Engineering (Minor in ML and AI), Aalto University, Finland (1/2023-4/2025), GPA **4.59/5**
- BSc in Computer Science (Minor in Industrial Management and Engineering), Aalto University, Finland (9/2019-12/2022)
- International Baccalaureate Diploma, Helsingin Suomalainen Yhteiskoulu, Finland (8/2015-5/2018)

STUDY ABROAD

- MSc in Computer Science, KTH Royal Institute of Technology, Sweden (1/2024-6/2024)
- BSc in Computer Science, Delft University of Technology, Netherlands (9/2018-1/2019)

RESEARCH EXPERIENCE

Journal publications

- Lu T., **Tervola S**., Lü X., Kibert, C.J., Zhang, Q., Li, T., Yao, Z. (2021) A Novel Methodology for the Path Alignment of Visual SLAM in Indoor Construction Inspection. **Automation in Construction**, Vol. 127, 103723. https://www.sciencedirect.com/science/article/abs/pii/S0926580521001746?via%3Dihub
- **Tervola S**. et al., Modelling Approaches to Creating and Validating Interactive LLM Personas (Ongoing)
- Minina T**., Tervola S**. et al., Personas in Business: A Systematic Review of The Application of Personas in Business Studies (Ongoing)

EU funded smart farming Agriscale project, Uganda (9/2023)

Collaborated with Prof. Marko Nieminen, Aalto University, Finland

Individual project on Generative AI and Question Based Learning, Sweden (1/2024-6/2024)

Supervised by Prof. Olle Bälter, KTH Royal Institute of Technology, Sweden

WORK EXPERIENCE

Data analyst trainee (Customer Insights and Data Analytics), Trimble Inc. (5/2023--Current)
Selected from 250+ applicants; developing and maintaining a data pipeline for Google Analytics using BigQuery; performing data engineering with Python; creating ETL processes and dashboards for BI. Currently working as an MSc thesis worker.

Teaching assistant for Program Development for Interactive Media, KTH Royal Institute of Technology, Sweden (1/2024-6/2024)
Developed teaching materials using generative AI and student-centred methodologies to teach SQL to students.

Hourly employee (IT, Reporting and Analytics Product Area), Neste Oyj (10/2022-12/2022)
Reviewed and updated Information and Knowledge Management articles in ServiceNow; collaborated closely with product managers.
(*ServiceNow: a cloud computing platform for managing digital workflows in enterprise operations*)

Summer trainee (IT, Reporting and Analytics Product Area), Neste Oyj (520/22-9/2022)
Selected from 160+ applicants; supported key data warehouse projects; provided application maintenance support for reporting tools; improved service quality and documentation; managed key stakeholders; supported vendor management.

Software developer, Motivated Partners Oy (10/2021-4/2022)
Developed and designed a gym nudge mobile app* with a team of seven students; utilised React Native and TypeScript; managed projects using Agile SCRUM methodology.
(*Gym nudge mobile app: tracks and analyses user behaviour/experience, reinforcing positive behaviour through rewards*)

Webflow developer & SEO (Search Engine Optimisation) engineer, Basic Fashion Oy (9/2021-3/2022)
Built a new website using Webflow; collected, processed, and analysed data with analytics tools such as Google Analytics to enhance website visibility; collaborated with design and marketing teams to maximise customer engagement and value.

Programming 1 Course assistant, Aalto University (9/2020-12/2021)
Supervised students in weekly programming challenges for a Scala course with 1000+ students; reviewed and graded coding projects.

Head of Technology, Aalto Entrepreneurship Society Project Series (5/2021-10/2021)
Led a technical development team in the innovation program of Aalto Entrepreneurship Society; oversaw technical processes and provided technical advice; coordinated the launch of the website and project operations; collaborated closely with the marketing team.

Project assistant, Small Data Garden Oy (6/2021- 9/2021)
Focused on business development; utilised competitive intelligence methods to design the website and build an effective customer engagement strategy; contributed to marketing collateral design.

RESEARCH INTERESTS

Human-AI Learning, Education and AI, Human-Computer Interaction, Human-Centred Technology, Human-AI Interaction, Generative AI, Large Language Models (LLM), Learning Technologies, Data modelling, Big Data, Ethical AI, Synthetic Data Generation, Additional Expertise (to be specified)

ADDITIONAL EXPERIENCE

- Board Member, KTH Academic Research Association (EStER): (1/2024--Current)
- Co-Head of Hackathon Platform Marketing, Junction: (3/2023-6/2023)
- Group Lead, Slush: Buddy Team (9/2022-11/2022)
- Volunteer, Junction: Marketing Team (9/2022-11/2022); UX/UI Website Team (11/2021-1/2022); Info Team (11/2021)

AWARDS & HONOURS

- Travel Grant for 20 Companies in Silicon Valley, California, USA (12/2021)
- Chemistry Research Paper Qualified for Final Round (36 selected from 176 applicants), TuKoKe (2018)
- High School Chemistry Award (2018)
- Ranked 40th, National High School Mathematics Competition MAOL (2017)
- Ranked Top 20, Kangaroo Mathematics Competition (2015)
- Ranked 71st, National Middle School Mathematics Competition MAOL (2014)

HOBBIES

Positive Social Impact, Aalto Entrepreneurship Society, Startups and Innovation Culture, Music

REFERENCES

1.Marko Nieminen
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Professor of Usability and User Interfaces; Aalto University, Finland

2.Laura Nässi
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Head of Data Strategy and Operations; Trimble Inc., Finland

3.Derek Clements-Croome
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Professor Emeritus of Architectural Engineering; University of Reading, UK