TIMOTHY CAMPBELL

+358 45 7876 9676



Helsinki



tcampbel22.github.io

Aspiring software developer with hands-on experience in full-stack development and a background in startup operations and project management in food-tech. Passionate about backend development, particularly API design, microservices, and building well-tested applications. Skilled in C, C++, Python, Typescript and JavaScript, and experienced with modern backend tools and frameworks. My operational background has equipped me with strong problem-solving skills, a collaborative mindset, and the ability to drive projects independently.

WORK EXPERIENCE

Huuva Oy 12/2022 - 10/2023

Process Developer/Product Owner

- Executed and oversaw project plans for 15+ brand launches in 10 kitchens
- Designed process improvements in hiring strategy, waste control, kitchen output
- Subject matter expert in a team which implemented an inventory tool across 10 kitchens in 6 months
- Responsible for maintaining data quality, custom support and upkeep of inventory tool.
- · Managed full-cycle recruitment for all kitchen roles, including overseas hiring, hiring plans, and budgeting tools for proactive workforce planning

Huuva Oy 10/2021 - 12/2022

Launcher/ Kitchen Expansion

- Successfully managed the launch of 6 cloud kitchens across Finland
- Recruiting and hiring teams for each kitchen
- Directly responsible for 100K€+ budgets for each project
- Building and presenting business cases for potential launch sites

PROJECTS

Pong Web App (Javascript, Typescript)

Collaborated in a team to design and develop a full-stack, containerized web application using React and Fastify, structured as microservices with SQLite for persistent storage. My main role was building APIs, integrating backend services with databases, and developing frontend React components with API communication. Implemented automated testing and CI/CD pipeline using Github Actions, Jest and Fastify's built-in tools.

Tarot Card Shuffler (ThreeJS, Tailwind)

Built and enhanced a Tarot card shuffling app, using ThreeJs to animate and improve the UX and Tailwind to improve UI. The app shuffles a deck of cards, zooms and animates on hover and deals amounts of cards based on user input. The app is currently deployed on render

HTTP Web Server (C++, Python)

Part of a team that built an HTTP web server from scratch with NGINX-style config parsing, HTTP request/response handling, and CGI execution via Python. Designed the architecture, implemented custom memory management for event handling, and developed the configuration parser. Used Postman, Locust & Siege for testing HTTP methods.

2.5D Ray-casting Game (C)

Built a Wolfenstein-style 2.5D game from scratch using ray-casting, featuring textured rendering, collision detection, and custom map parsing. Developed the map parser, implemented animated sprites, and used multi-threading to optimize performance and responsiveness.

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SKILLS

- Relentless work ethic & eagerness to learn
- · Project management & team training
- · Great problem solving & analytical thinking
- Excellent communication & cross-functional collaboration
- Scripting and automation
- Agile development & CI/CD workflows
- Data driven decision making & process optimisation
- Version control & API integration

TECH & TOOLS

Programming Languages

- C
- C++
- Javascript
- Typescript
- Python

Frameworks & Libraries

- React
- Fastify
- Express
- Flask
- **TailwindCSS**

DevOps/Tools

- Docker
- Linux
- Bash
- Github Actions
- · Google Cloud

Testing

- Jest
- Curl
- Postman
- Playwright
- Pytest

EDUCATION

HIVE HELSINKI

Software Development

HELSINKI UNIVERSITY

• Full Stack Open (MOOC) - Web development

ECM COLLEGE - DUBLIN - IRELAND

• Diploma of Business Management

EDITH COWAN UNIVERSITY - PERTH, AUSTRALIA

• Bachelor of Science - Exercise & Sport Science

10/2023 - 06/2025

11/2024 - Present

2015 - 2016

2009 - 2012

LANGUAGE

- English (Native)
- Finnish (A2.1)

References available upon request







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