

# TIINA KOSKIRANTA

SOFTWARE ENGINEER

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**ABOUT ME** *I am a software engineer, web developer, and a UX design enthusiast. I am a creative person, and I have always been excited to create something new. My work, with various clients and projects, has taught me that usability and service design decisions are as significant as software architecture decisions in every project. I am planning to study more UX design and improve my UX design skills. In my dream project, I would work closely with UX designers and service designers and help the UX design team and software development team to work smoothly together towards a common goal.*

## EDUCATION

○ JAN 2013 - AUG 2015

TAMPERE UNIVERSITY OF TECHNOLOGY

**MASTER OF SCIENCE**

Software Engineering

○ AUG 2009 - JAN 2013

TAMPERE UNIVERSITY OF TECHNOLOGY

**BACHELOR OF SCIENCE**

Biotechnology

## WORK HISTORY

○ OCT 2019 - NOV 2020

**VINCIT CALIFORNIA**

**SOFTWARE ENGINEER**

I worked in a project team, which developed a community application for a network of successful women. Our team developed the web application with React, Javascript, and GraphQL, and the mobile application with React Native. We used PubNub for the application's instant messaging features. I mainly worked on the web front-end side. Previously, I also worked on a project, which developed a C# desktop application.

○ SEP 2017 - NOV 2018

**GOFORÉ**

**SOFTWARE ENGINEER**

I worked as part of an internal development project. The project focused on developing tools for sales, resourcing, and competence management. I participated in developing both the front-end and the back-end of the application using Vue, Javascript, and Typescript. I was responsible for certain areas of the application, and I made major architectural decisions related to the application. I also worked closely with the UX team.

## KEY SKILLS

JAVASCRIPT ○ ○ ○ ○ ○

REACT ○ ○ ○ ○ ○

VUE ○ ○ ○ ○ ○

SKETCH ○ ○ ○ ○ ○

## LANGUAGE SKILLS

FINNISH	<i>Mothertongue</i>
ENGLISH	<i>Fluent</i>
SWEDISH	<i>Intermediate</i>

## OTHER SKILLS

TYPESCRIPT	<div><div></div><div></div><div></div><div></div><div></div></div>
C++	<div><div></div><div></div><div></div><div></div><div></div></div>
C#	<div><div></div><div></div><div></div><div></div><div></div></div>
JAVA	<div><div></div><div></div><div></div><div></div><div></div></div>

Redux, Rematch, Vuex, Hapi.js,  
Express.js, Knex.js, CSS, Sass, Styled  
Components, Styled System, PubNub,  
SQL, PostgreSQL, GraphQL, Apollo,  
Webpack, Docker, Git, Jira, Testing,  
Agile, UX design

○ DEC 2015 - SEP 2017

### WAPICE

#### SOFTWARE ENGINEER

I was a part of multiple project teams, which developed web software products and services directly to clients. I worked as a full-stack developer using React, JavaScript, Typescript, and C#. In one of the projects, I was the main responsible for web development and web development architecture.

○ MAY 2015 - AUG 2015

### NOKIA TECHNOLOGIES

#### SUMMER TRAINEE

I worked as part of the Imaging Software team at Nokia. My main focus area was Android software development with Java and OpenGL. During the summer I created a 360° VR panorama video player for Google Cardboard and participated in developing other Android applications.

○ JAN 2014 - JUN 2014

### NOKIA/MICROSOFT

#### THESIS WORKER

I worked as part of the Imaging Algorithms and Middleware team. My Master of Science thesis focused on improving imaging algorithms with a dual-camera system. In my thesis, I researched possible dual-camera algorithms and created a framework for testing dual-camera algorithms. The researched algorithms focused on improving automatic white balance, automatic exposure time control, and reduction of motion blur.

○ JUN 2013 - AUG 2013

### NOKIA

#### SUMMER TRAINEE

I worked as part of the Imaging Algorithms and Middleware team. I researched automatic white balance algorithms during the summer and developed a Matlab tool for image parameter analysis.