

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

KEY SKILLS

JAVASCRIPT	●	●	●	●	●
REACT	●	●	●	●	○
VUE	●	●	●	●	○
SKETCH/FIGMA	●	●	●	○	○

WORK HISTORY

○ DEC 2020 -

BITFACTOR

SOFTWARE ENGINEER

Previously, I worked as a UX designer on an internal project and participated in the development of Bitfactor's marketing websites using Gatsby, Javascript, and DatoCMS. Currently, I work as a front-end consultant on a project where I am responsible for developing a management website for the client's online games.

○ 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.

LANGUAGE SKILLS

FINNISH	Native
ENGLISH	Fluent
SWEDISH	Intermediate

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>

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

○ SEP 2017 - NOV 2018

GOFORE

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.

○ DEC 2015 - SEP 2017

WAPICE

SOFTWARE ENGINEER

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

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

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 researched automatic white balance algorithms during the summer and developed a Matlab tool for image parameter analysis.