



Sean Kipinä

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🔗 <https://seankipina.com> 📍 Espoo, 02320

Profile

Cybersecurity & IT professional specializing in **network security, vulnerability assessment, and IT infrastructure**. Experienced in **managing large-scale events, optimizing workflows, and troubleshooting technical issues**. Strong background in **risk management, system security, and project coordination**. Enthusiastic about **cyber defense, penetration testing, and cloud security solutions**.

Professional Experience

Sep 2023 – Dec 2023
Helsinki, Finland

Customer Success Team (Offline) Group Lead, *Slush*

- **Led & trained** a team of **10+ volunteers**, ensuring smooth event execution for **13,000+ attendees**.
- **Automated workflow processes**, reducing response time by **35%** and increasing efficiency.
- **Developed & implemented a volunteer training program**, boosting onboarding efficiency by **50%**.
- **Managed event logistics**, ensuring a **98% on-time completion rate** for scheduled activities.
- **Coordinated on-site technical troubleshooting**, resolving **80% of IT-related issues** within **10 minutes**.

Nov 2022 – May 2023
Oulu, Finland

Food Service Worker, *McDonald's*

- **Prepared & cooked** an average of **150+ meals per shift**, maintaining high efficiency under peak demand.
- **Reduced food waste by 15%** through **inventory tracking & portion control**.
- **Ensured 100% compliance** with food safety, hygiene, and sanitation regulations (**Hygieniapassi certified**).
- **Operated & maintained kitchen equipment**, reducing downtime by **25%** through proactive maintenance.
- **Coordinated with the kitchen team**, ensuring smooth operations during **high-volume periods**.

Jul 2016 – May 2017
Redmond, United States

Video Game Tester, *Flexasoft*

- **Executed 30+ test cases per day** to identify gameplay bugs, UI/UX issues, and performance glitches.
- **Reported and documented 50+ software bugs** in a defect-tracking system, improving debugging efficiency.
- **Worked with a QA team of 5 testers** to verify bug fixes and ensure proper implementation in game updates.
- **Followed structured test scripts** to evaluate game stability, performance, and compliance with testing standards.
- **Provided feedback on gameplay mechanics**, enhancing user experience before final release.

Education

Aug 2023 – present
Espoo, Finland

Laurea University of Applied Sciences (Leppävaara Campus),
BBA Business Information Technology, Cyber Security

2018 – 2020
Tacoma, United States

Tacoma Community College, AS Cybersecurity and Networking

- Phi Theta Kappa Honor Society Member
- 4.0 out of 4.0 GPA High Honors

2010 – 2017
Chicago, United States

DePaul University, BA Digital Cinema & Minor Game Production

Technical Skills

Cybersecurity & IT Infrastructure

Network Security, Firewalls, Threat Mitigation,
Vulnerability Management

Programming & Tools

Python, PHP, SQL, Linux, Bash, Git, AWS,
Wireshark

Project Management & Communication

Agile, Scrum, Risk Management, Documentation

Languages

English

Native

● ● ● ● ●

Spanish

B1

● ● ● ● ●

Swedish

A1




● ● ● ● ●

Suomi

A1

● ● ● ● ●

Certifications

HTML5.0x: HTML5 and CSS Fundamentals  | Microsoft Office Specialist: Word (Office 2016)  |
Microsoft Office Specialist: Excel (Office 2016)  | Microsoft Office Specialist: Outlook (Office 2016) |
Microsoft Office Specialist: PowerPoint (Office 2016) | Hygieniapassi

Interests

Photography | Indoor Climbing | Video Games