

Sean Kipinä

Entry-level Cybersecurity and IT professional

Motivated Entry-level Cybersecurity and IT professional with hands-on experience in IT infrastructure and threat detection. During my internship at Hublet Oy, I contributed to improving security protocols. Looking to assist your company in mitigating risks and enhancing their security posture.



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EDUCATION

BEng Information Technology

Metropolia University of Applied Sciences (Online)

01/2026 - Present

Vantaa, Finland

BBA Business Information Technology

Laurea University of Applied Sciences (Leppävaara Campus)

08/2023 - Present

Espoo, Finland

AAS Cyber Security & Networking

Tacoma Community College

01/2018 - 01/2020

Tacoma, United States

BA Digital Cinema

DePaul University

01/2010 - 01/2017

Chicago, United States

SKILLS

Agile Methodologies

AWS Cloud Services

Bash Scripting

Git Version Control

Linux Administration

Network Security

Python Programming

Risk Management

SQL Database Management

Threat Mitigation

Vulnerability Management

Wireshark Analysis

CERTIFICATES

Github Fundamentals (2025)

Hygieniapassi (2022 - Present)

HTML5.0x: HTML5 and CSS Fundamentals

LANGUAGES

English

Native or Bilingual Proficiency

Spanish

Professional Working Proficiency

Swedish

Limited Working Proficiency

Suomi

Limited Working Proficiency

INTERESTS

Photography

Indoor Climbing

Video Games

Motorcycles



WORK EXPERIENCE

Customer Success Team (Offline) Group Lead

Slush

09/2023 - 12/2023

Helsinki, Finland

Achievements/Tasks

- ▶ Facilitated cross-team communication and task coordination, enabling efficient collaboration between volunteers, staff, and event stakeholders.
- ▶ Streamlined and automated workflow processes, improving response times and overall team efficiency.
- ▶ Developed and implemented a volunteer onboarding and training program, enhancing role readiness and operational consistency.
- ▶ Coordinated and managed event logistics, ensuring the timely completion of scheduled activities.
- ▶ Facilitated cross-team communication and task coordination, enabling efficient collaboration between volunteers, staff, and event stakeholders.

Video Game Tester

Flexasoft

07/2016 - 05/2017

Redmond, United States

Achievements/Tasks

- ▶ Provided actionable feedback on gameplay mechanics, contributing to improved user experience prior to final release.
- ▶ Logged and tracked software bugs in a defect management system, improving debugging speed and resolution accuracy.
- ▶ Verified bug fixes to ensure correct implementation and functionality in game updates.
- ▶ Followed detailed test scripts to assess game stability, performance, and compliance with quality assurance standards.
- ▶ Provided actionable feedback on gameplay mechanics, contributing to improved user experience prior to final release.