

# Lead SW Developer Jani Mäkinen → [www.janimakinen.com](http://www.janimakinen.com)

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<http://www.github.com/gfx0>

|         |                                                |       |                                                                                                                                                                 |                                                                                     |
|---------|------------------------------------------------|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 1 year  | <b>Lead SW Developer</b><br>Tieto Oyj          | 2018- | <b>NDA</b>                                                                                                                                                      |  |
| 8 mo.   | <b>Senior Developer</b><br>Muvika Oy           | 2017  | <b>Web, Mobile, Embedded</b><br>HTML5, JS, C++. 8 mo. in Linux dev env.<br>Cryptography, modern web, video.JS, embedded QT.                                     |  |
| 6 mo.   | <b>Senior Developer</b><br>RealityXpander Oy   | 2016  | <b>Mobile, Web, Games</b><br>Multiple projects. Modern web, hybrid, AR & games, Java.<br>6 mo. in a MacOS dev env. RESTful API design. Team leading.            |  |
| 2 years | <b>Senior Game Programmer</b><br>Frozenbyte Oy | 2014  | <b>Games, Desktop, Embedded</b><br>2 projects: Trine 3, Shadwen.<br>Team leadership, speed of execution & quality effects. C++.                                 |  |
| 4 years | <b>Programmer</b><br>Bugbear Entertainment Oy  | 2011  | <b>Games, Desktop, Embedded</b><br>3 projects: Wreckfest, Ridge Racer: Unbounded, Driftopia.<br>First multimillion budget project, early access, F2P game. C++. |  |
| 2 years | <b>Junior Programmer</b><br>Tuvendo Oy         | 2009  | <b>Web, Desktop</b><br>Multiple projects. Learned to work on-site with customers.<br>Made a plugin with C++ & NPAPI for browsers to run our app.                |                                                                                     |

## Certifications

Elements of AI. September 2018 from University of Helsinki & Reactor.

Big Data Foundations – Level 1. February 2017 from IBM.

## Skills & Expertise

**Programming Languages:** JavaScript, Java, C, C++, PHP, C#, Python, SQL, AS 2&3, UnityScript, Visual Basic, CSS3, Bash  
**Programming Software:** Visual Studio Code, vim, IntelliJ, Eclipse, MVSC, Code::Blocks, Sublime Text, QT, Emacs, notepad++  
**Support Software:** NPM, JIRA, Confluence, Visual Assist X, Cygwin, VirtualBox, Photoshop, MS Office, CppCheck, etc.  
**Programming Skills:** KISS, TDD, SOC, RESTful, CBSE, OOP, Agile, Root Cause Analysis, Design Patterns, SCRUM, SAFe.  
**Basic IT/Software Skills:** FTP, SCP, RTFM, Cloud Computing, Computer Networks, Google Drive, SSH, SSL, tail, grep, etc.  
**Framework/API knowledge:** HTML5, NodeJS, Three.js, AngularJS, Angular, Bootstrap, Cordova, QT, WinApi, STL, Facebook API, OpenGL, Pixi.js, jQuery, Protractor, MEAN, LAMP, Jasmine, Boost, Spring, Jax-rs, Gradle, Google API  
**Systems design:** UML, process engineering, PFDs, ERDs, requirements analysis, UI/UX design, RESTful API design  
**Soft skills:** Listening, teamwork, critical thinking, presenting, ego & time mgmnt, accountability, conflict resolution  
**Version control systems:** Git(+Hub), SVN, Mercurial, Perforce, TortoiseGIT, TortoiseSVN, SnailSVN  
**Databases:** MySQL, MariaDB, PostgreSQL, RDBMS, ACID, ORM, Normalization, NoSQL, MongoDB  
**Operating systems:** Windows, MacOS, Linux (Ubuntu, Debian, CentOS), Unix (FreeBSD)  
**Embedded & Console Skills:** Linux, Ubuntu, Debian, QT, BrightScript, PS3-4, Xbox 360, Microsoft TCR, Sony TRC.  
**Markup languages:** XML, HTML, Markdown, MediaWiki

## Education

Haaga-Helia University of Applied Sciences, BBA, Computer Science – 196/210 ECTS Credits, currently writing my thesis.

## Publications

Win32 Window Minimal – [www.codeproject.com](http://www.codeproject.com) – August 14<sup>th</sup> 2012

OpenGL Version Check Windows Visual Studio No Dependencies – [www.codeproject.com](http://www.codeproject.com) – October 3<sup>rd</sup> 2013

Program Error Reports with Visuals from .bat Files (Win7) – [www.codeproject.com](http://www.codeproject.com) – June 12<sup>th</sup> 2014

Angular NodeJS (MEAN stack) CRUD – [www.github.com/gfx0/meanstackcrud](http://www.github.com/gfx0/meanstackcrud) – October 18<sup>th</sup> 2017