



Software Architect	2019 [^]	Web Work planning, tech design & some proof-of-concept coding.
Lead SW Developer	2018	Web JavaScript, AngularJS, Java, PostgreSQL.
Senior Developer	2017	Web, Mobile, Embedded JavaScript, jQuery, Video.JS, MySQL, PHP, C++, QT. Lead.
Senior Developer	2016	Mobile, Web JavaScript AngularJS C# Unity NoSQL RESTful design. Lead.
Senior Game Programmer	2014	Desktop, Embedded C, C++. Technical design. Lead.
Programmer	2011	Desktop, Embedded C, C++, AS2/3. Scaleform.
Junior Programmer	2009	Web, Desktop C, C++, AS2/3. Netscape API.

... 1999 – 2009, multiple old web projects ...

Education

Graduated Bachelor of Business Administration in October 2019, majored in Business Information Technology.

Certifications

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

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

Skills & Expertise

Programming Languages: JS, TS, Java, C, C++, C#, Python, Scala, Perl, Visual Basic(Word, Excel)
Programming Software: Visual Studio Code, vim, IntelliJ idea, MVSC, Sublime Text, notepad++, Code::Blocks...
Support Software: JIRA, Confluence, VirtualBox, Git Bash, Jenkins...
Programming Skills: KISS, SCRUM, SOC, Clean Code, OOP, Agile, Root Cause Analysis, Design Patterns, TDD, SAFe.
Framework/API knowledge: WebGL, HTML5, NodeJS, Three.js, Bootstrap, Cordova, WinApi, STL, Facebook API, OpenGL, Protractor, MEAN, LAMP, Jasmine, Boost, Spring, Jax-rs, Gradle, Google API, Cloud Pub/Sub
Systems design: UML, process engineering, PFDs, ERDs, requirements analysis, UI/UX design, RESTful API design
Soft skills: Taking responsibility, listening, critical thinking, presenting, ego & time management, conflict resolution, taking initiative, teamworking, solution-oriented approach, empathy, patience, scrum master.
Version control systems: Git(+Hub), SVN, Mercurial, Perforce, TortoiseGIT, TortoiseSVN, SnailSVN
Databases: PostgreSQL, MySQL, MariaDB, 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, HTML1-5 and some markdown

Publications

Multiple publications on CodeProject.com (2006-2015): <https://www.codeproject.com/Members/janimakinen>

A MEAN Stack tutorial for newbies (2018): <https://github.com/gfx0/meanstackcrud>

Thesis on scalable MMORPGs with modern WebGL and NodeJS (2019): <http://urn.fi/URN:NBN:fi:amk-2019051710343>