

Joni Katajamäki

Software Engineer

📍 Helsinki Finland | 📞 +358 452 784 687 | ✉️ joni.katajamaki@icloud.com

Curious technologist and a motivated software engineer who enjoys the tech side of things, and the satisfaction of seeing his work enjoyed by people. I'm very interested in programming languages and the way they can influence developer's thinking, and how they provide faster and/or more stable software.

PORTFOLIO

[My Github](#) is mostly experiments I've done over the years, but I've never had the desire to become a maintainer at my free time.

JANUARY 2021 - CURRENT

● Relex Work - Employee UI development

Wunderdog Oy

Worked on employee shift scheduling software, and related microservices. Also participated in improving processes, increasing pair programming, and upgrading the legacy tech solutions and paying back technical debt.

Keywords: React, React Native, TypeScript, PostgreSQL, Node, Redux, Jira...

MAY 2020 - NOVEMBER 2020

● Undisclosed company - Frontend Development

Wunderdog Oy

Worked on a high tech React application with a map connected to a 3D point cloud visualization of the map area.

Tech: React, JavaScript, TypeScript, potree, Mapbox, Redux, Redux Saga

DECEMBER 2019 -
APRIL 2020

● Epic Games - Porting dashboards to new React framework

Wunderdog Oy

Migrating legacy dashboards into new technologies: React, Next.js

Keywords: React, Material UI, Next.js

APRIL 2019 - OCTOBER 2019

● Unity - Ads stats dashboard

Wunderdog Oy

The customer had an API written for a really old version of Node, and they wanted to rewrite it. The API was a mess of spaghetti and burdened with legacy decisions. I suggested the technologies we would use in the rewrite, and wrote most of the code. I also worked with a colleague on a staging environment, as the old API did not have one.

After we had deployed the new API, I planned and did the first steps of extracting a mailing service from a monolith to an independent service.

Keywords: Google Cloud, TypeScript, Druid, Node, Redis, PostgreSQL, SendGrid, Terraform

AUGUST 2018 -
FEBRUARY 2019

● Yle - Areena Core

Wunderdog Oy

Renewed an existing media platform's website as a single page app. The service has hundreds of thousands users monthly. Worked on the UI mostly, implementing components that worked well in mobile and desktop contexts. The service uses server side rendering to make improve performance.

Keywords: React, TypeScript, SSR

APRIL 2018 - AUGUST 2018

● Yle - Yle Tunnus

Wunderdog Oy

Created a centralized service for user login, password reset and ToS acceptance. The service is used in multiple sites, and mobile apps through a web view.

Keywords: React, TypeScript

SEPTEMBER 2017 -
FEBRUARY 2018

Yle - Yle API migration

Wunderdog Oy

Worked on porting legacy API:s from Yle data center to AWS.

Keywords: Scala, PostgreSQL, AWS

AUG 2017 - AUG 2017

uusimunresepti.fi

Wunderdog Oy

Worked as a Wunderdog consultant for a startup called Uusi Mun Resepti. The service allows users to register and send requests for recipe renewal to doctors. Firebase offered a way to give users real time information about their orders.

Keywords: TypeScript, Firebase, React

NOV 2015 - JUL 2017

Elisa Viihde

Wunderdog Oy

I developed the Elisa Viihde entertainment service as a fullstack developer. First I worked on all sorts of different parts of Viihde related to analytics and customer happiness, and for the last 11 months there I worked on modernizing the Elisa Viihde web site.

Keywords: Java, MariaDB, React

JUL 2015 - OCT 2015

MyNextRun - Analytics Database

Wunderdog Oy

My first project as a consultant was building a small analytics solution for a company called MyNextRun.

Keywords: Java, PostgreSQL

AUG 2014 - JUL 2015

Software Engineer

Nodeon

Developing traffic management solutions for Nodeon, bringing modern .Net-technologies to the growing field of smart traffic.

- Designed and implemented a traffic monitor service with a remote user interface. Keywords: .Net, C#, Windows
- Designed and implemented the server and client architecture of a road tunnel monitoring system. Keywords: .Net, C#, Windows
- Improved the build & dependency management infrastructure of the developer workflow using a modern package manager and an automatic build system.

FEB 2014 - JUL 2014

Software Engineer

JAMK Jyväskylä University of Applied Sciences

Continued my previous job for JAMK and JyvSecTec, this time as an actual engineer. I improved the previously built software development process and came up with new tools to be used in our training simulations.

- Rewrote and improved an existing web-based visualization for a network traffic simulating botnet. Keywords: Golang, Javascript, Typescript, Html5, D3, Websockets
- Created a virtual filesystem connected to an information aggregation network. Keywords: Golang, XMPP, FUSE, Linux
- Programmed a monkey-patching plugin to a Java-based network attack simulation system. Keywords: Java, Scala, Golang

FEB 2013 - DEC 2013

- Setup a continuous integration system. Keywords: git, GitLab, Jenkins, deb, rpm, Linux

● **Software Developer**

JAMK Jyväskylä University of Applied Sciences

I did my civilian service for JAMK's JyvSecTec cyber security project as a software developer, writing tools and programs for their network attack simulation ecosystem.

- Wrote a program for repeating recorded TCP network traffic. Keywords: Golang
- Created a user interface for a network traffic simulating botnet. Keywords: Golang, Javascript, D3.
- Setup the development infrastructure. Keywords: Jenkins, git

JUN 2009 - JUN 2012

● **Project worker**

JAMK & Nestronite

I worked on an open source ALM platform (www.freenest.org) developed by a collaboration between JAMK and a company founded by a classmate and a couple of my teachers called Nestronite. I was a big part of the project throughout it's evolution from a grab bag of tools to the professional looking platform it is today. I worked on the project in multiple roles over the years, sometimes as a student, sometimes an employee and even as a shareholder in Nestronite.

- Researched and implemented several data integrations between OSS project management tools using various languages. Keywords: Linux, Javascript, Python, Perl, MySQL
- Setup development infrastructure related to packaging and collaboration. Keywords: deb, Jenkins

AUG 2007 - DEC 2012

● **B.Sc. Software Engineering**

JAMK Jyväskylä University of Applied Sciences

Thesis - Open Service for Lifecycle Collaboration API for the FreeNEST platform.

The thesis consisted of a partial implementation of the OSLC API, being responsible for a development team and documenting possibilities for related future development.

OTHER PROJECTS

Elovalo 2012

Had a part in designing and implementing three programmable 3D LED matrix cubes made from 512 LED-lights for the Jyväskylä City of Light 2012 event. I was involved with the electrical design and programmed a Python software that controlled the cubes.

elovalo.koodilehto.fi

LANGUAGES

LANGUAGE: FINNISH

Native

LANGUAGE: SWEDISH

Rudimentary understanding of Swedish

LANGUAGE: ENGLISH

Fluent in spoken and written English