Roni Tuohino

Finnish software engineer always seeking new opportunities. Passionate learner who thrives on collaboration. Also loves rock climbing.

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Experience

Junior Developer · Nelonen Media
5/2022 - present

- Developed ruutu.fi & supla.fi websites partly alongside school and during multiple summers.
- Collaborated with senior developers to rewrite both sites.
- Created a client-side analytics integration independently.
- Added new features and fixed existing ones.

Conscript · Finnish Defence Forces
6/2020 - 6/2021

- Gained leadership experience.

Software Tester · Testlio
1/2019

- Localized apps, reported bugs, and completed technical analysis.

Game Developer · Ben Willes Games
4/2018 - 1/2019

- Created a prototype with the Unity game engine.
- Programmed preproduction sofware: an asset manager and a landscape generator.

Education

BSc Computer Science
University of Helsinki
6/2021 - 6/2024

- Studied software development, datastructures, algorithms, cybersecurity, and AI.
- Completed web development course.
- Wrote thesis on video streaming using cloud computing (Finnish).

Upper Secondary School
Simon lukio
6/2017 - 6/2020

Skills

Fullstack web development with modern technologies and practices.

Teamwork and project management in small development teams.

Creative problem solving with a keen eye for the details.

Technologies

Programming Languages
JavaScript, TypeScript, HTML, CSS, Python, Rust, GraphQL

Libraries & Frameworks
React, Vite, Next, Node, Express

Databases
PostgreSQL, MongoDB, SQLite

Testing Utilities
Jest, Cypress, Playwright, Storybook, Chromatic

Tools & Platforms
Git, GitHub, GHA, Docker, AWS, GCP