

Curriculum Vitae

26.10.2017

Max Vilkki

Pengerkatu 29 B 53
00500 HELSINKI

Tel. 044 -5380929
E-mail: codise@codise.org
Portfolio: <http://codise.org>

Personal Information

Max Antero Vilkki, born January 1st, 1983 in Kirkkonummi

Education

- 2003 - 2015 Helsinki University of Technology / Aalto University, Dep. of Computer Science, 247 / 300 credits completed. Major: Interactive Digital Media, Minors: Content Production & Software Business.
- 1999 - 2002 Lohjan Lukio, Matriculation examination

Work Experience

Spaceify Oy

01/2016 - present – Partner, member of the board, CTO. Worked on various projects with modern web technologies on various projects including the Spaceify client-edge-server ecosystem, browser based public screen multiplayer games and a browser based mobile self scanning app. Used JavaScript, Angular, Ionic, HTML5, CSS, Node.js, PHP & Silex, SQL and Docker and Linux technologies.

Helsinki Institute for Information Technology, HIIT (Helsinki University)

06/2017 - 09/2017 – Research Assistant. Worked on DiME (Digital Me) project by improving the browser based UI using JavaScript and react-boilerplate. And also in the EIT Digital Street Smart Retail project on Spaceify Oy related work.

03/2017 - 05/2016

and 04/2016 - 12/2016 – Research Assistant. Worked in the EIT Digital Street Smart Retail project on Spaceify Oy related work.

SimAnalytics Oy

02/2016 - 02/2016 – Software Developer. Helped SimAnalytics by doing user interface and data visualization development with Vaadin and Java in during predefined one month contract.

Gavia Productions Oy

10/2015 - 01/2016 – Software Consultant. Contract work for Aalto University Communications Unit for developing a web-based touchscreen promotional application for Aalto University for their Slush 2015 promotional use. Used JavaScript, HTML5, CSS, Node.js technologies.

Helsinki Institute for Information Technology, HIIT (Aalto University) and EIT Digital

06/2009 - 12/2014 – Research Assistant. Worked with researcher Kai Kuikkaniemi on varied research projects (TEKES, EU, EIT Digital) related to multitouch user interfaces, public displays, marker based indoor navigation, Microsoft Kinect and mobile gaming. See my portfolio for details.

TA-companies and Pandia Oy

06/2006 - 08/2008 – Software consultant. Design, implementation and documentation of web-based real estate software in a team using Java EE, Tiles, JSP, Struts, SQL, XHTML, CSS and JavaScript technologies.

Work Experience (continued)

The Student Union of the University of Helsinki

12/2006 - 06/2007 – Software consultant. Design and implementation of a web-site and an ERP-system.

06/2003 - 08/2005 – Web-developer. Design and implementation of a CMS and a website.

08/2002 - 07/2003 – User support. Solving hardware problems and maintenance of Windows machines.

Positions of Trust

Spaceify Oy

Member of the board since beginning of 2016

Club for Digital Media, DOT

Member of the board 2005, Chairman of the Board 2006-2007, Secretary 2008

Computer Skills

Technologies:

C++11 GCC, Clang, MSVC, *Valgrind*, *SDL2*, *Dear ImGui*, *Googletest*, *Boost*, *Qt*, *QML*, *OpenNI*, *freenect*

OpenGL Fixed and programmable pipeline (mostly version 3.3)

JavaScript Backend: Node.js, SocketStream, various libraries

Frontend: Angular, Ionic, React, JQuery, Phaser, BabylonJS, ThreeJS

PHP Various versions and the Silex framework

SQL *MySQL*, *PostgreSQL*, *Microsoft SQL Server*

Java *Java SE*, *Java EE*, *Vaadin*, *Struts*, *Tiles*, *JDBC*, *JUnit*, *jMock*, *Eclipse Java ME*, *Tomcat*

IDEs *Qt Creator*, *Visual Studio*, *Eclipse*, *Sublime Text*, *Visual Studio Code*

Build tools qmake, SCons, make, Ant, Jenkins (CI)

VCSs Git, Subversion, CVS

Other Docker, *Python*, *VBA*, *ActionScript 2.0*, *Pascal*, *AMOS Basic Assembly (x86, 6502)*

Enviroments:

Linux (Ubuntu / Debian / Gentoo), Windows 3.1 – 10, MS-DOS

Software:

Microsoft Office, Blender, Gimp, Dia, Umbrello, Adobe Photoshop

Language Skills

Finnish Fluent

English Advanced