

Curriculum Vitae

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Max Vilkki

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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 (82%). Major: Interactive Digital Media, Minors: Content Production & Software Business.
1999 - 2002 Lohjan Lukio, Matriculation examination

Work Experience

Mavericks Software Oy

10/2020 - present – Software Consultant. Working as on-premises or remote consultant, helping our clients to the moon and back.

Spaceify Oy

10/2020 - present – Co-founder, member of the board.

01/2016 - 10/2020 – Co-founder, member of the board, CTO, part-time. Worked 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 ordering and self scanning app. Used TypeScript, JavaScript, Node.js, WebSockets, SQL, Ionic (Angular), HTML5, CSS, PHP & Silex, C++, Docker and Linux.

Screen.io Oy

10/2017 - 10/2020 – Software developer, part-time. Worked with modern web technologies on various projects prototyping the future of Screen.io technology stack. Used TypeScript, Node.js, Server-Sent Events, CockroachDB, SQLite3 and Linux React, NextJS, HTML5 and CSS.

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. Worked also in the EIT Digital Street Smart Retail project on Spaceify Oy related work.

04/2016 - 12/2016 and 03/2017 – 05/2017 – 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 visualisation 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 at Slush 2015. Used JavaScript, HTML5, CSS and Node.js.

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

06/2009 - 12/2014 – Research Assistant. Worked on varied research projects related to multitouch user interfaces, public displays, marker based indoor navigation, depth cameras, and cinema gaming (shared big screen & mobile phones as interactive controllers).

Work Experience (continued)

TA-Yhtymä Oy 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.

The Student Union of the University of Helsinki

12/2006 - 06/2007 – Software Consultant. Design and implementation of a website and an ERP system for managing apartment rental listings.

06/2003 - 08/2005 – Web-developer. Design and implementation of a custom CMS and a website for the student union.

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

Positions of Trust

Assembly demoparty

Compocrew realtime member. Participated in organising realtime competitions for Assembly Summer 2018, Summer 2019, Online 2020 and content creation for Assembly <3 Demoscene online stream (08/2020).

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++	C++11, GCC, Clang, MSVC, Valgrind, SDL2, Dear ImGui, stb, BASS, GoogleTest, Boost, Qt, OpenNI, freenect, etc.
OpenGL	Fixed and programmable pipeline (mostly version 3.3), GLSL
JavaScript	TypeScript, Node.js, SocketStream, NextJS, React, Angular, Ionic, JQuery, Phaser, Babylon.js, ThreeJS, etc.
PHP	Custom stacks, Silex (Symfony)
SQL	MySQL, PostgreSQL, CockroachDB, SQLite3, Microsoft SQL Server
Java	Java SE, Java EE, Java ME, Vaadin, Struts, Tiles, JDBC, JUnit, jMock, jMonkeyEngine, Tomcat
IDEs	Visual Studio Code, Qt Creator, Visual Studio, Eclipse, Sublime Text
Build tools	cmake, qmake, SCons, make, Ant, Jenkins (CI)
VCSs	Git, Subversion, CVS
Other	NGINX, Apache, Docker, Python, QML, VBA, ActionScript 2.0, Pascal, AMOS Basic, some Assembly (x86, 6502), Bytebeat

Environments:

Linux (Ubuntu / Debian / Gentoo), Windows, Mac OS X, DOS

Software:

Google Docs, Word, Excel, PowerPoint, Blender, Gimp, Photoshop, Dia, etc.

Language Skills

Finnish	Fluent
English	Advanced