

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.
- Implemented profiles for the web client.
- Fixed numerous issues related to accessibility.

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

- Gained leadership experience.

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

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

Education

MSc Computer Science 6/2024 - present University of Helsinki

- Writing thesis on video stream monitoring.
- Built a [search engine](#) on a software architecture course.
- Built a peer-to-peer chat application on a distributed systems course.
- Survived [programming parallel computers](#) course.

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

- Wrote thesis on video streaming using cloud computing (Finnish).
- Completed a famous [web development](#) course including all parts and a project.

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

TypeScript, JavaScript, HTML, CSS, Python, Rust, Go, Bash

Libraries & Frameworks

React, Vite, Astro, Next.js, SolidJS, Node.js, Express

Databases

Postgres, MongoDB, InfluxDB

Testing Utilities

Jest, Playwright, Storybook, Chromatic

Tools & Platforms

Git, GitHub, GHA, Docker, Kubernetes, AWS, GCP

... just to name a few ...