

Samuli Lehtonen

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, HTML/CSS

Frameworks: React, Node.js, Express, GraphQL, REST, MongoDB, Jest, Docker, HTML5, Playwright, Testcafe, AWS Lambda

Developer Tools: Git, Docker, AWS, VS Code, npm, Jira, Confluence

EXPERIENCE

Software Developer

Sanoma

June 2023 - Present

Helsinki, Finland

- Contributed to the development of a dynamic video-specific web page for Finland's most visited news site, optimizing its design to captivate users and encourage extended video playback

Software Developer

Hoxhunt

July 2019 – June 2023

Helsinki, Finland

- Built an integration with Node.js to allow automatic provisioning of users, allowing 80% of customers to stop manual user imports and updates
- Implemented an admin application with React to enable customer admins to manage their users and training, greatly reducing the work-load of the customer support team
- Utilized Grafana dashboards and Sentry to monitor and debug production systems
- Created and deployed an internal Express based Node.js microservice to enable other applications to generate images from HTML
- Created lightweight JWT based authentication system with Node.js and Express, reducing authentication times by over 50%
- Built extensive E2E test suites with Node.js and TestCafe

Software Developer

Columbia Road

May - Aug. 2018, Mar - Jun. 2019

Helsinki, Finland

- Built an online service booking system and electronic door lock integration for a new apartment complex
- Created an online store with highly customised buying process, email generation system and tax and price calculation logic
- Implemented a smooth one page purchasing flow for a successful sleep and activity tracker product

EDUCATION

University of Helsinki

Master of Science in Computer Science

Helsinki, Finland

Aug. 2017 – May 2020

University of Hong Kong

Attended as exchange student

Hong Kong

Aug. 2016 – May 2017

University of Helsinki

Bachelor of Science in Computer Science, Minor in Math

Helsinki, Finland

Aug. 2014 – May 2017

PROJECTS

GTA V multiplayer role-playing game mode | *C-sharp, MySQL, JavaScript*

June 2017 – September 2017

- Created a GTA V multiplayer role-playing game mode with the GT-MP framework
- Used MySQL to store player data
- Built systems that support taking jobs, house ownership, vehicle ownership, taxis, weather, inventories and shops
- Created an account system that supports multiple characters per player

OTHER SKILLS

Languages: Finnish (Native), English (Fluent), Mandarin Chinese (Intermediate), Japanese (Basic)