



**Niko Kiirala**

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**Full Stack Development — AWS — Docker — Network Protocols — Big Data — Unity**

Working with broad responsibilities at world-class tech companies – Google and Rovio – I have acquired a wide set of skills to handle most everything that one may bump into in software development. Working in a tiny startup, on the other hand, I've learned quick prototyping to get something usable out fast for people to test and review. I have found my passion in building functional and understandable user interfaces and designing and building the background systems needed to support them.

**Highly skilled with:** Javascript, Typescript, React, C#, .NET, ASP.Net, AWS, Docker, Terraform, PostgreSQL, Python, Go, C, C++, MapReduce

**Also productive with:** Unity, OpenGL, GLSL, Kubernetes, proto.actor, Dapper, Android development, Java, iOS development, Objective C, R, Polymer, Google AppEngine, BigQuery, C++/CLI

**Master of Science, Computer Science, Helsinki University** — graduated 2019  
Algorithms and Data Structures track, with thesis in bioinformatics.

**Founder and CTO at Oino** — tools for social connections at workplace — 2024

Two-person startup building a software tool for better social connections and a better sense of belonging at workplaces.

Building MVP of the tool (React + ASP.Net, on AWS) and business and financial planning.

**Full Stack Developer at Rovio** — 2019 – 2024

I joined Rovio to develop a new game, Hardhead Squad - especially its admin tool, used to view and update the game state. The game didn't succeed financially, but the tool became a part of Rovio's Beacon platform.

Afterwards I was prototyping new games, with focus on a modern scalable soft-real-time game server for them. I also worked on Angry Birds 2, where I worked on the server for new features, such as the Treasure Pass.

**Software developer at Google** — 2012 – 2018

Developing analytics for Google Maps, including client (web, Android and iOS) and server development, data warehousing and massive-scale data analysis to produce useful metrics. Such a cross-functional team required the use of a large variety of programming languages and technologies and also required co-operation with various teams on multiple continents.

**Software developer at Mapvision** — 2011 – 2012

Development of a data visualization system with C++/CLI and .NET for Windows.