CV - Eero Häihälä

Printer friendly version

Insert a borderline narcissistic gloating blurb of text that has been ran through a thesaurus seven times to sound smart. Ideally it should assure the reader of my abilities in various circumstances with the slight caveat of proving nothing.

I've gone to school for programming and professionally worked as a programmer. You can read more about that on linkedin. I'd like to work in games. See my portfolio for some highlights of what I've done so far.

You can reach me via email at eero.haihala@gmail.com

Skills

Level	Skill list
■■■	Rust, TS/JS, Python, Bevy, Google cloud platform (ex-certified professional cloud architect), React, Web development, Docker, CI/CD, Shell scripts, Linux, Git
■■□	Godot, Unity, Blender, C#, Lua, Microsoft Azure, Terraform, Scrum, Agile, Teaching, Project management, B2B Customer communication, Java, SQL, Django, FastAPI, NodeJS, Svelte
■□□	Unreal engine, C++, C, Android, AWS, Kotlin, Go, Zig, Haskell, PHP, MongoDB, LaTeX, NextJS, Bun, Deno, Angular, HTMX

What I mean by each level:

3. I'm as confident in these as I can be. Experience: 3-10 (average 5) years.

2. What I think of as basic competence, but others keep telling me is a high bar. Experience: 1-8 (average 2) years.

1. A week of (re-)learning away from level 2. Average experience: 3 months.

There are a lot things I dabble in that didn't make the cut. I've hit the 50 skill limit on linkedin on technical skills alone, and then had to cut some of them out to try to better match the skill lists recruiters look for. This has the unfortunate side effect of forgetting I know something if I don't actively use it.

Work experience

Lead software developer	Ongoing since 2021
Vincit	
Head computer science teacher	Three years (2022-2024)
Päivölä School of Mathematics	
Occasional computer science lecturer	Five years (2018-2022)
Päivölä School of Mathematics	
Systems specialist	Two years (2019-2020)
Ambientia	
Trainee	Two years (2014-2016)
Nokia and Päivölä student innovation labs	

Education

Master of Science (Technology)	Two years (2022-2024)
Tampere University	
Bachelor of Science (Technology)	Five years (2016-2021)
Tampere University	
High school graduate	Two years (2014-2016)
Päivölä School of Mathematics	