Miika Laurila | Curriculum Vitae

Programming Languages

HTML/CSS/JS **TypeScript** Python Java C#

Frameworks/Libraries

VanillaJS React Material UI Ant Design Redux Redux toolkit Plotly i18n **NodeJS** Express.js Koa.js Mongoose Passport.js

FastAPI

Pydantic Angular HTMX

DevOps

Git Self-hosting **Jenkins Github Actions AWS**

Languages

Finnish (native) English (professional)

I am a full stack software developer with expertise across frontend, backend, and cloud solutions. I'm skilled in modern web frameworks, scalable API design, and DevOps practices, with a proven track record of modernizing applications and delivering reliable, high-performance systems. Strong collaborator fluent in Finnish and English, and experienced in bridging technical depth with practical business needs.

Work Experience

Elisa Oyj Full Stack Software Developer Gridle / Distribtuted Energy Storage	Now
Dashboard using TS/Vite/React and Python/FastAPI deployment to AWS ECS. Reporting software using Python and deployment to AWS Lambda and ECS.	
SMALL TEAM, AWS, TYPESCRIPT, REACT, PYTHON, FASTAPI, INFLUXDB, POSTGRESQL, DATABRICKS	Feb 2025
Elisa Polystar Full Stack Software Developer Elisa Automate / Kalix / OSIX	Jan 2025
Features to a old and mature codebase using Java 18 and Angular. Feature/workflow using event driven architecture with Python, React and PostgreSQL. Refactored old class based JS React frontend to modern TS React standards and achieved significant performance benefits. Servers self hosted and managed.	38 months
TEAMWORK, TYPESCRIPT, REACT, PYTHON, FASTAPI, JAVA 18, ANGULAR, POSTGRESQL, MONGODB	Jan 2022
Rejlers Finland Oy Software developer Accelerated Operations	Dec 2021
Small product team developing a highly interactive service from scratch. Originally started as an Unity program, pivoted to web with a vanilla JS on frontend with NodeJS/Koa in backend, and eventually to React in frontend. Processing and serving high-resolution 360 images. Part of inventing the software development culture at the company since this was their first software product as a traditional engineering house. Everything self hosted and managed.	37 months
STARTUP, TYPESCRIPT, REACT, NODEJS, KOA, MONGODB, GIT, JENKINS, DOCKER, AGILE DEVELOPMENT	Jan 2019
Studentwork Finland Software developer Contractor at Rejlers Finland Oy	Dec 2018
Rapid prototyping product ideas targeting Unity, mobile and web, with focus on AR / VR.	6 months
STARTUP, UNITY, C#, PROTOTYPING, ALTERNATIVE REALITY, VIRTUAL REALITY	Jul 2018
Pinovuo Trainee Developing AR/VR products for Rejlers Finland	Jun 2018
Investigative work on AR / VR possibilities for engineering industry in Finland.	6 months

Education

Finding a thesis subject.

TRAINEE, INVESTIGATIVE WORK, PROTOTYPING, THESIS

Tampere University of Applied Sciences

Bachelor of Business Administration (BBA), Business Information Systems Games Academy JAVA, C#, UNITY, GAME DEVELOPMENT, VIRTUAL REALITY, ALTERNATIVE REALITY, SYSADMIN	~40 months 2015
OSAO Myllytulli Server Systems Operator, ICT	2013
1 year of low-voltage electrician studies, electronics, board design. 2 years of sysadmin studies on Debian based Linux, Windows Server 2008 R2.	~36 months
ELECTRONICS, LOW-VOLTAGE ELECTRICS, DEBIAN, WINDOWS SERVER, SYSADMIN	2010

Jan 2018

2018

Projects

lauri.lat

Lauri.lat is essentially a simple but functional CMS platform. On the frontend the only dependency is HTMX, which is used to request server-rendered HTML from a NodeJS backend. Supporting the backend is a MongoDB database and MinIO object storage. Hosting is provided by Hetzner.

miikalaurila.github.io

A web service for visualizing and exploring Doom .WAD data packages. The site reads the binary package to extract game maps, music, things, graphics, etc., and allows visualizing them.

Contact

laurila.miika@gmail.com LinkedIn

Created: 5.8.2025 klo 0.17.02 Updated: 15.11.2025 klo 17.27.27