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
GHA
AWS

Languages
Finnish (native)
English (professional)

I am a Senior 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 | Senior Full Stack Software Developer
Gridle / Distribtuted Energy Storage

Now

Programming, launching and actually taking into use a large internal data service. Using PostgreSQL, InfluxDB, DynamoDB and Python. Programming the API, client software, AWS deployment using CDK etc. from start to finish.

SMALL TEAM, AWS, TYPESCRIPT, REACT, PYTHON, FASTAPI, INFLUXDB, POSTGRESQL, DATABRICKS, DYNAMODB

Feb 2026

Elisa Oyj | Full Stack Software Developer
Gridle / Distribtuted Energy Storage

Feb 2026

Dashboard using TS/Vite/React and Python/FastAPI deployment to AWS ECS.
Reporting software using Python and deployment to AWS Lambda and ECS.

12 months

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.
Finding a thesis subject.

6 months

TRAINEE, INVESTIGATIVE WORK, PROTOTYPING, THESIS

Jan 2018

Education

Tampere University of Applied Sciences
Bachelor of Business Administration (BBA), Business Information Systems

2018

Games Academy

~40 months

JAVA, C#, UNITY, GAME DEVELOPMENT, VIRTUAL REALITY, ALTERNATIVE REALITY, SYSADMIN

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

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