

Teemu Järvinen

Frontend Developer & UI/UX Designer











[Website](#) [GitHub](#) [LinkedIn](#)

Enthusiastic programmer and an artist who seeks opportunities to utilize and expand his skill set.

[✉ teemujarvinen@protonmail.com](mailto:teemujarvinen@protonmail.com)

TECHNICAL SKILLS



Programming

 HTML
 CSS
 Javascript ES6
 React
 Git
 Java, JavaFX
 SceneBuilder
 Bootstrap
 MySQL
 Unity

Designing

 Photoshop
 Figma
 Canva
 Blender

Services

 GitHub
 Azure DevOps

EDUCATION

Master's degree in Computer Science

University of Eastern Finland | Currently enrolled

Bachelor's degree in Chemistry

University of Eastern Finland | Graduated

WORK EXPERIENCE

Assisting youth leader - City of Varkaus

1.6. - 21.6.2020

- Produced media content such as advertising posters for events and shoot videos for Instagram.
- Created a digital adventure environment for the Vekara-Varkaus event with the Actionbound app.

VOLUNTEERING

Provinssi - Seinäjoki Festivals Oy

27.6. - 29.6.2019 | 28.6. - 30.6.2018 | 29.6. - 1.7.2017

- Volunteered as a community service officer

Loud'n Live Promotions Oy Ltd.

16.7. - 22.7.2018 | 3.8. - 6.8.2017

- Volunteered as a ticket inspector

Nordic Live Productions Oy

28.7. - 30.7.2017

- Volunteered as a ticket inspector

LANGUAGE

Finnish - Native

English - Fluent

PROJECTS

Kovaa & Kontissa

[Website](#) [Code](#)

HTML | CSS

[Designing process](#) [Figma](#)

Objective:

- Create an approachable and professional looking website
- Improve responsive designing skills with code and design

Learned:

- Mobile design should come first
- Asking feedback often is really important because others see things differently
- It's important to be flexible with your designs because changes do occur
- Not trying to perfect every little thing
- Took a lot more time than I first thought - Better estimate now how fast I can code and design

MarjaGo

[Prototype](#) [Figma](#)

UI / UX Design

School project where I had a chance to collaborate with 7 people to create UI / UX design for berry and mushroom picking mobile app.

My Role:

- Had the pleasure to design everything with Figma since team members didn't have any prior experience with designing tools such as Figma.

Challenges:

- How to regulate false/accidental berry spots that users leave. For example, the berry is named Blueberry when it should be Blackberry.
- How to reduce mistakes that users make when writing. For example when writing berry species or when writing the degree of ripeness of the berry.

My solutions to challenges:

- Reporting false/accidental spots made easy as possible: User clicks report button on berry post and the information about the post gets copied to report screen. Then the user may include additional info and click send.
- The use of dropdown menus reduced mistakes and also made adding new berry spots much faster.

Pokedex Randomizer

[Preview](#) [Code](#)

Bootstrap | Javascript | HTML | CSS

Objective:

- Learn how to use Bootstrap
- Improve Javascript skills
- Learn how to utilize external API

Result:

- Learned to exploit Fetch to get information from external API.
- Made website responsive with Bootstrap.