Tuomas Airaksinen
Curriculum Vitae

Personal and contact details

Name: Tuomas Antero Airaksinen
Date of birth: March 1982
Nationality: Finnish
Current position: Tech lead / senior software developer

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Github: https://github.com/tuomas2/
LinkedIn: https://www.linkedin.com/in/tuomasairaksinen/

Education

27.10.2010 **Doctor of Philosophy**, Computer Science, University of Jyväskylä. Dissertation thesis *"Numerical methods for acoustics and noise control"*.

28.4.2006 **Master of Philosophy**, Physics, University of Jyväskylä. Pro gradu thesis *"Numeric fluid flow computing with lattice-Boltzmann method",* with grade *eximia cum laude approbatur*. Major subject: Physics, grade *excellent*. Minor subjects: Computer science, grade *excellent*, Mathematics, grade *good*

6.1.2002 **Finnish army**, Signalist, 6 months (KarPr/2.VK/2001/2)

2.5.2001 **Matriculation examination** with following qualifications: Mathematics, grade *eximia cum laude approbatur*, Physics, grade *laudatur*, Finnish (mother language), grade *laudatur*, English, grade *magna cum laude approbatur*, Swedish, grade *magna cum laude approbatur*.

30.5.1998 **Comprehensive school**

Language skills

- Finnish: Native

- English: fluent spoken and written

- Swedish: fair official skills.

Work history

Full time contracts

1.4.2017 – Tech lead / Senior software developer, Qvantel Finland Oy. Tech lead and senior software developer position in a product development team. Designing and developing order fulfillment backend systems. Technologies: Python 3.6, Flask, AsyncIO, Docker.

1.4.2014 – 31.3.2017 Senior software developer, Qvantel Finland Oy. Python/Django web software development in a large customer project, in telecommunication domain. Agile software development with Scrum and Kanban.

28.10.2010 – 31.3.2014 Postdoctoral researcher at the Department of Mathematical Information Technology, University of Jyväskylä

1.5.2006 – 27.10.2010 Doctoral student, research for Ph. D. thesis and post-graduate studies at the Department of Mathematical Information Technology, University of Jyväskylä

16.5.2005 – 30.4.2006 Research assistant, Research for pro gradu thesis at the Department of Physics, University of Jyväskylä,

1.7.2003 – 31.8.2003 Programming for Hurvana 4 computer game at Veikko Heinonen Ltd. (summer job).

Research

See list of publications.

Teaching

11.3.2013 – 15.5.2013
Lectures (4 h) and assignments (16 h), computer graphics course, advanced level course at the Department of Mathematical Information Technology, University of Jyväskylä

12.3.2012 – 28.5.2012
Assignments (8 h), computer graphics course, advanced level course at the

Department of Mathematical Information Technology, University of Jyväskylä

18.1.2005 – 28.4.2005
Lectures (10 h) and assignments (24 h), computer graphics course, advanced level course at the Department of Mathematical Information Technology, University of Jyväskylä

Software development skills

- **Programming**

  - Excellent, professional Python 3.6 programming

  - Experience in C++ and C programming

  - Software design from start to finish

  - Excellent team player and nice workmate.

- **Web software development:** Professional experience with Python, Django framework, Flask, AsyncIO etc.

- **Scientific computing skills:** Physics simulations with Finite Element method (FEM), Optimization methods (single-objective, multi-objective), 3D graphics, visualization techniques. Comprehensive skills in various scientific computing Python libraries, such Numpy, Scipy etc.