SAKARI MARTTINEN

Curriculum vitae v1.6

CONTACT INFORMATION

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hojott
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SKILLS

- **Version Control** since 2021
- **Programming** since 2021
- **SysAdmin** since 2022
- **Soft. Architecture** since 2022

LANGUAGES

- **Finnish** Mother tongue
- **English** Working proficiency
- **Swedish** Some proficiency
- **German** Some proficiency

I am a student that codes mostly Python, Typescript and Rust. I like doing lots of small projects, yet even in Python I'm a strong believer in typing.

EDUCATION

Bachelor of Computer science — 2023 ->
University of Helsinki

I have done all the basic courses, and my favourite course thus far has been Data Structures and Algorithms. I'm doing my minor on astronomy :>

WORK EXPERIENCES

Frontend developer — Jun-Aug 2026
Hipsu Oy

I'm creating a website for Hipsu Oy, a machine translation software. I'm also writing some backend, but not the "true" backend that does the translations.

Technologies include:
Svelte

Head System Administrator — Apr 2024 - Nov 2024
Päivölä institute

The work of an allround sysadmin includes helping students and teachers with their digital problems, like working with projectors, printers, SIM-cards and Linux and Windows computers. On a hardware level it includes updating modems and fixing switches around the campus, in addition to installing new ones. On a server level it includes updating webapps and laptops using Ansible, and fixing problems with Docker and HetznerCloud platform. It also included bits of web development with React, to develop our own webapps.

Also as the head of a small team of students, I had to teach these technologies, give out tasks and make sure they are done.

Technologies include:
React, Docker, Ansible, Linux, Windows

Junior System Administrator — May 2022 - Aug 2023

Päivölä institute

As a junior I did very similar stuff to as when I worked as the head. The difference was I was taught at the same time, and I did it fully from my own interest

Technologies include:
React, Docker, Ansible, Linux, Windows

Software developer — Aug 2021 - Jun 2023

Päivölä Student Innovation Lab

In PSIL I worked in a team of other students. The most important skills I learned was version control and working with others. We used Scrum for 2 years, and were taught to use version control in a civilized way.

I worked in 3 different projects: The first was web development, where our task was to modify and update an existing project created with Rust. The second project used Python to control and read sensors, like an infrared-camera. In the last project I was the lead, where we created a file-encryption webapp with Rust, WebAssembly and React.

Technologies include:
React, Python, Rust, WebAssembly

PROJECTS

My Website — Jan 2023 ->

https://github.com/hojott/www/

My website: www.kussi.fi! Nothing too fancy. It does include a portfolio page :) There's also a pile of branches in Github that I never finished.

Technologies include:
Pure Typescript

My Servers — Dec 2022 ->

not yet on github

I host many websites and a few Minecraft servers on my servers. I currently have an Oracle server and a Hetzner server, both running with docker compose.I host many websites and a few Minecraft servers on my servers. I currently have an Oracle server and a Hetzner server, both running with docker compose.

Technologies include:
Docker, Docker compose

TKO-äly ry Website — Dec 2025 ->

https://github.com/VP-MaxHax/TKO-aly-website2026

This year I finally decided to renew our student organization's websites. The current ones are over 15 years old and developing them further is almost impossible. I decided to take a more leader/product owner position in this, organizing the development and getting people to do the work, while I check the code quality.

Technologies include:
Typescript, React

Kjyr-TJ bot — Oct 2024

https://github.com/hojott/kjyrtj_bot/

KJYR, the fresher cruise, is Kumpula's most anticipated event (right after WappuHopLop). This is just a simple Telegram bot that responds to commands with the number of days left until the cruise. I included it because it's one of the few programs I actually wrote to completion. Eventually, someone with their own superior kjyrtj-bot made n years ago showed up, and mine was depracated. Still, mine was in use for like 1 or 2 days.

Technologies include:
Telegram, Chatbots, APIs

Victoria 2 Analyzer — Nov 2024

https://github.com/hojott/victoria2-analyzer/

Victoria 2 is a grand strategy game from around 2010 by Paradox Interactive, set in the 1800–1900s. If you start a world war in it, you can rack up massive casualties in battles, but normally you never get to see how many died in total. This program parses the savegame file and counts the number of deaths. There exists a Java implementation of something similar, but I couldn't get it to work on Linux :D The coolest part of this is probably the parser, because the actual save files have no actual format and are an absolute nightmare to go through.

Technologies include:
Game Development, Parsing

Glögi compiler — Sep 2023

https://github.com/hojott/glogicompiler/

I tried to make my own compiler at the start of my fresher year. My biggest mistake was probably trying to write it in zsh (yeah, not even bash :D). Still, I got pretty far with it, and at least I ended up doing a lot of shell scripting. I left it at the point where I was supposed to implement variable evaluation, which sounds easier than it actually is.

Technologies include:
Bash, Zsh, Shell Scripting

VOLUNTEERING

Board member — 2025 - 2026

TKO-äly ry

The board of TKO-äly manages it's resources and bureocracy, represents and is responsible for the organization and overall does a lot of work behind the scenes

Hostess — Fall 2025 - Spring 2026

Savolainen Osakunta

I choose the menu for table parties, and lead the team cooking it.

Tutor — 2024, 2025

TKO-äly ry

Tutoring freshers and orienting them into universitylife.

Assistant Treasurer — 2025-2026

TKO-äly ry

I assist the treasurer, and have had to learn a lot about accounting.

Casual Officer — 2025

TKO-äly ry

I hold Casual Nights, where people for example play board games

REFERENCES

Joel Jäkkö — :>

Project Manager, Päivölä Student Innovation Lab

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