

# Sakari Lehtonen :: Sakari@PsiTriangle.NET

Software Development, System Administration, Graphic Design

Born February 1982

+10 years of experience with:

**Programming:** Javascript, C, C++, Python, Java, Objective-C, shell scripting.

Open Source advocat. I always aim to produce modular and human readable code.

**Web Development:** Full stack, from design to implementation, client & server side HTML5, Javascript, Ajax, Dojo, Node.js, Processing.js, Django, Apache, Lighttpd et al. MySQL & MongoDB. Photoshop & Final Cut Pro X.

**Linux/UNIX Administration:** From purchasing to setting up and maintaining, automating, scripting, clustering, monitoring & high availability, I know my servers. Experience with 60+ server networks with nearly million daily users.

Formal education:

**Bachelor of Engineering, Automation Technology,** Graduated from EVTEK in 2007

Human Languages:

Finnish, Native

English, Fluent

Basics in Swedish, Spanish, German



## Public projects:

[GeoKone.NET](#), Interactive Geometry Generator that runs inside your browser.  
[HTML5](#), [Dojo](#), [Processing.js](#) + [Python & Django](#). GeoKone is my biggest project ever.

Designed to create Sacred Geometry. A tool for Artists, Designers and those who wish to learn about Geometry. For more info, check out <http://GeoKone.NET>.

[Umix](#), sound mixer tool for Linux, last version released in 2003, included with several [Linux and BSD distributions](#), <http://umix.sf.net/>

Contributed code for [Gentoo](#), [Slackware](#), [Debian](#) and several other open source projects.

## Positions of Trust:

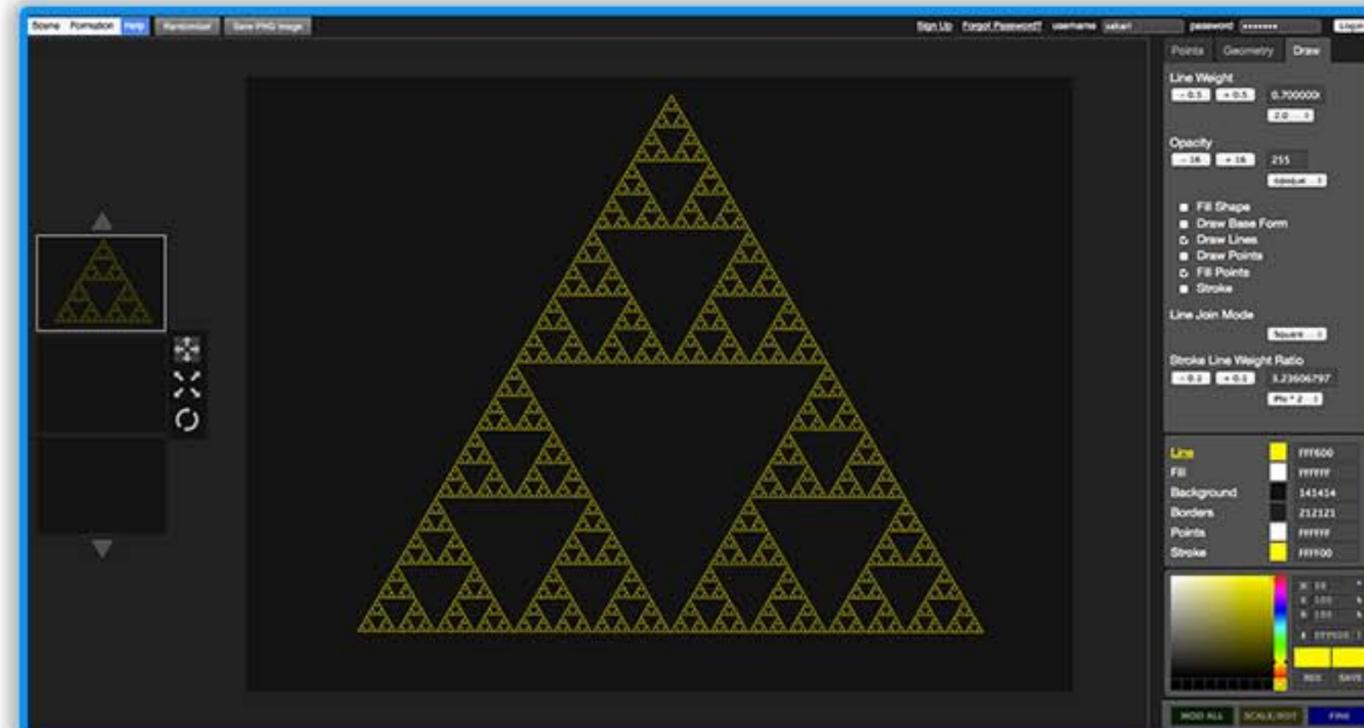
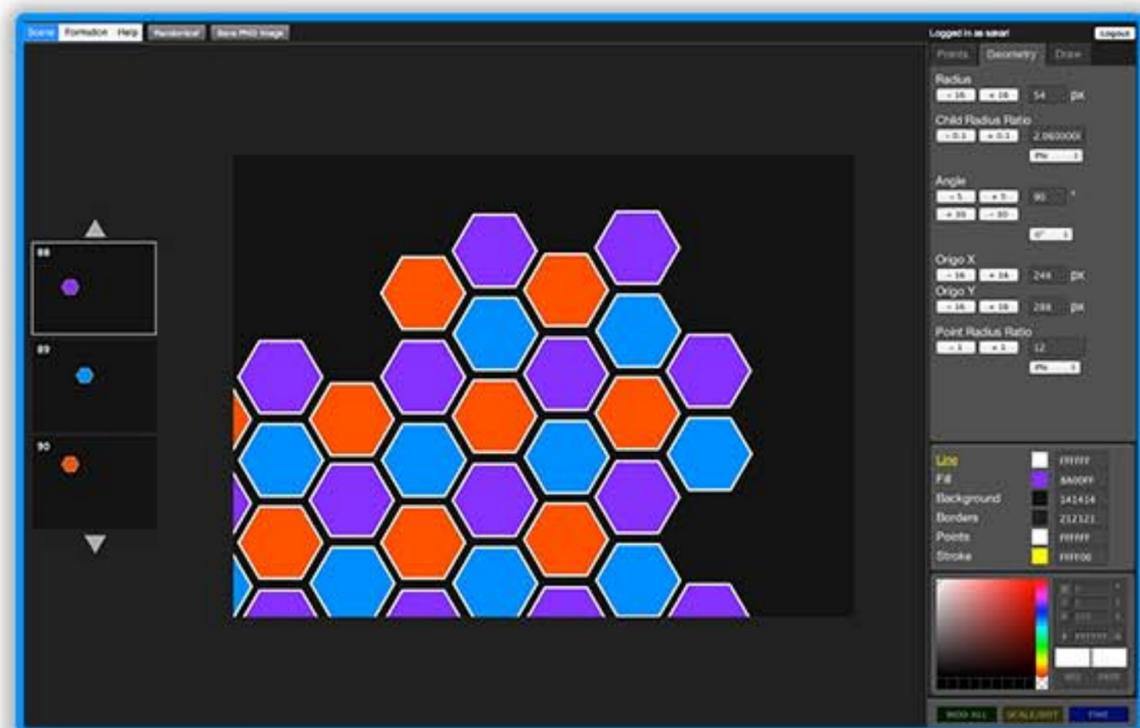
[Contact person](#) for our Automation class at EVTEK. This included different tasks of representation and handling of common tasks of our class.

[Founder and Leader](#) of the [#1 Quakeworld Modem Clan](#) in Finland, [Impulse](#). Back in 1998 - 2001. We had [over 40 members](#) from different countries during our lifetime and won the [Finnish modem championship](#), twice. Info: [http://wiki.qwdrama.com/Impulse\\_%28Finnish\\_Clan%29](http://wiki.qwdrama.com/Impulse_%28Finnish_Clan%29)

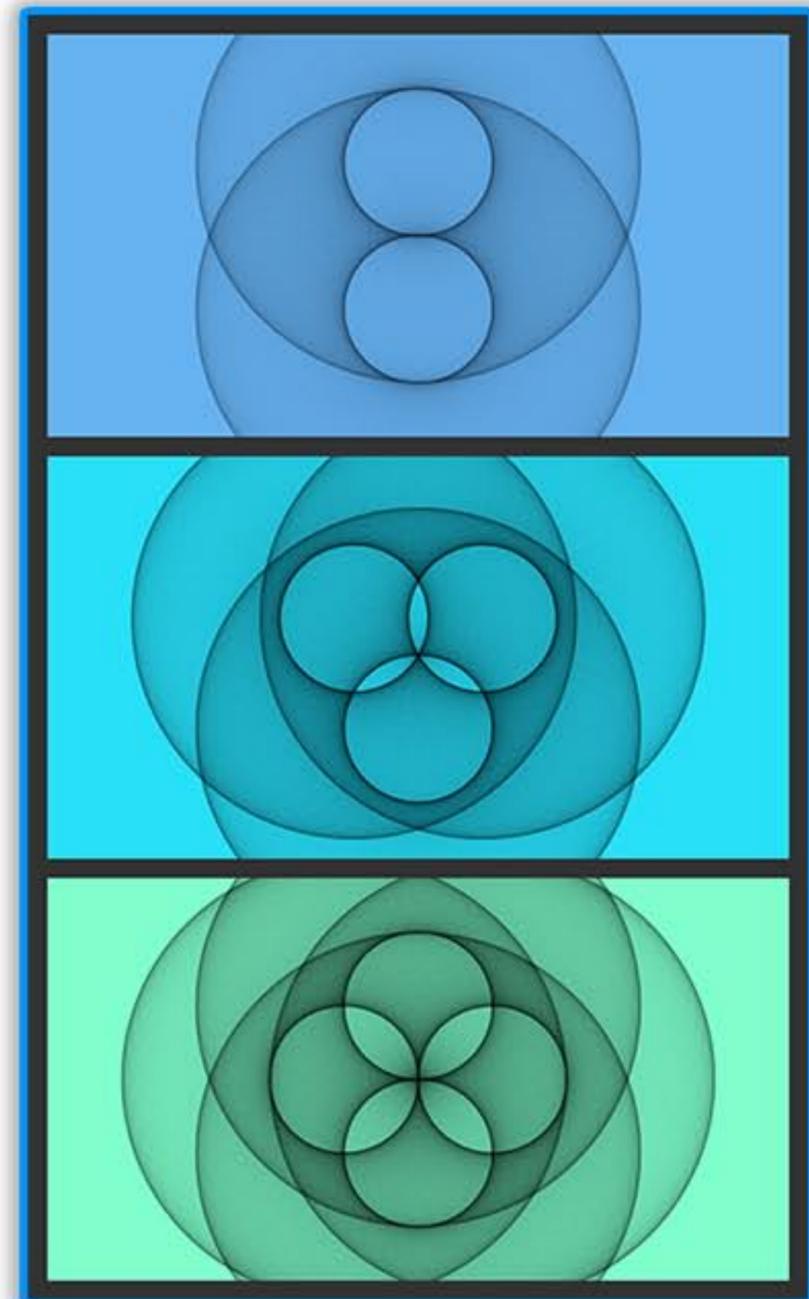
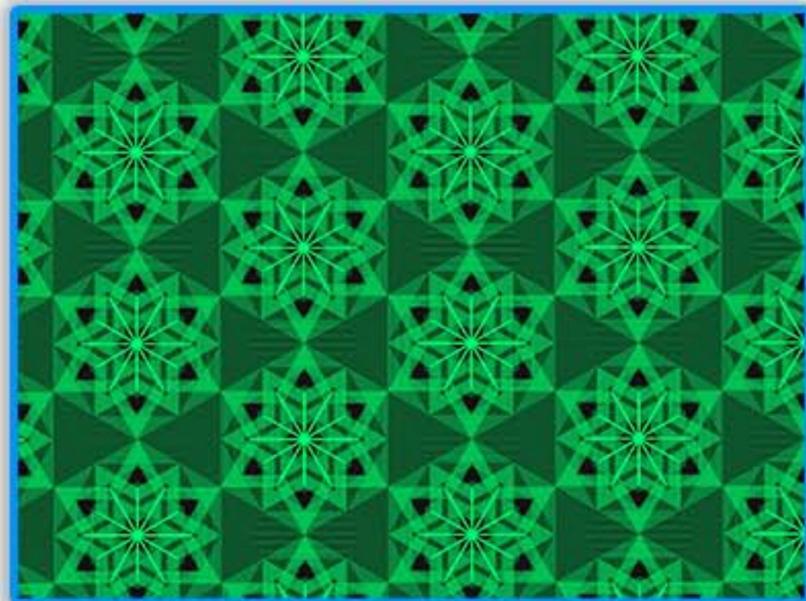
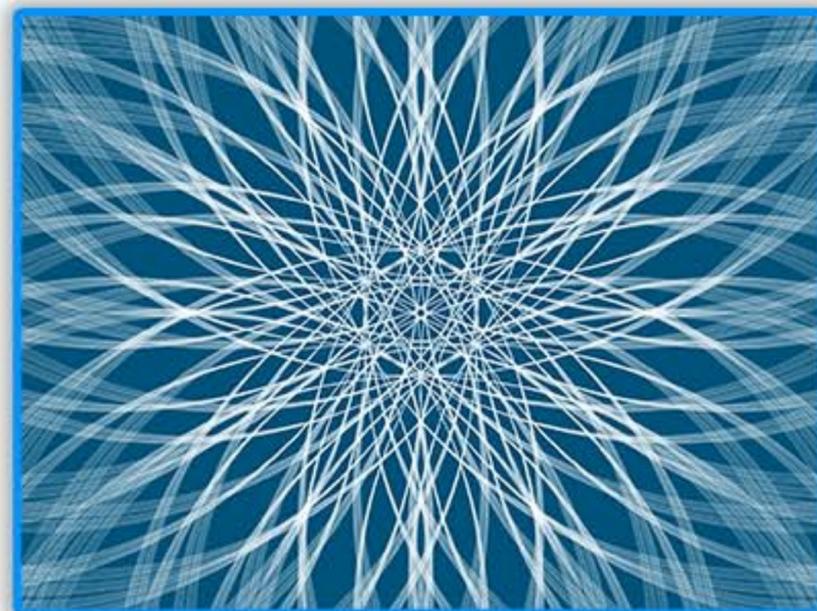
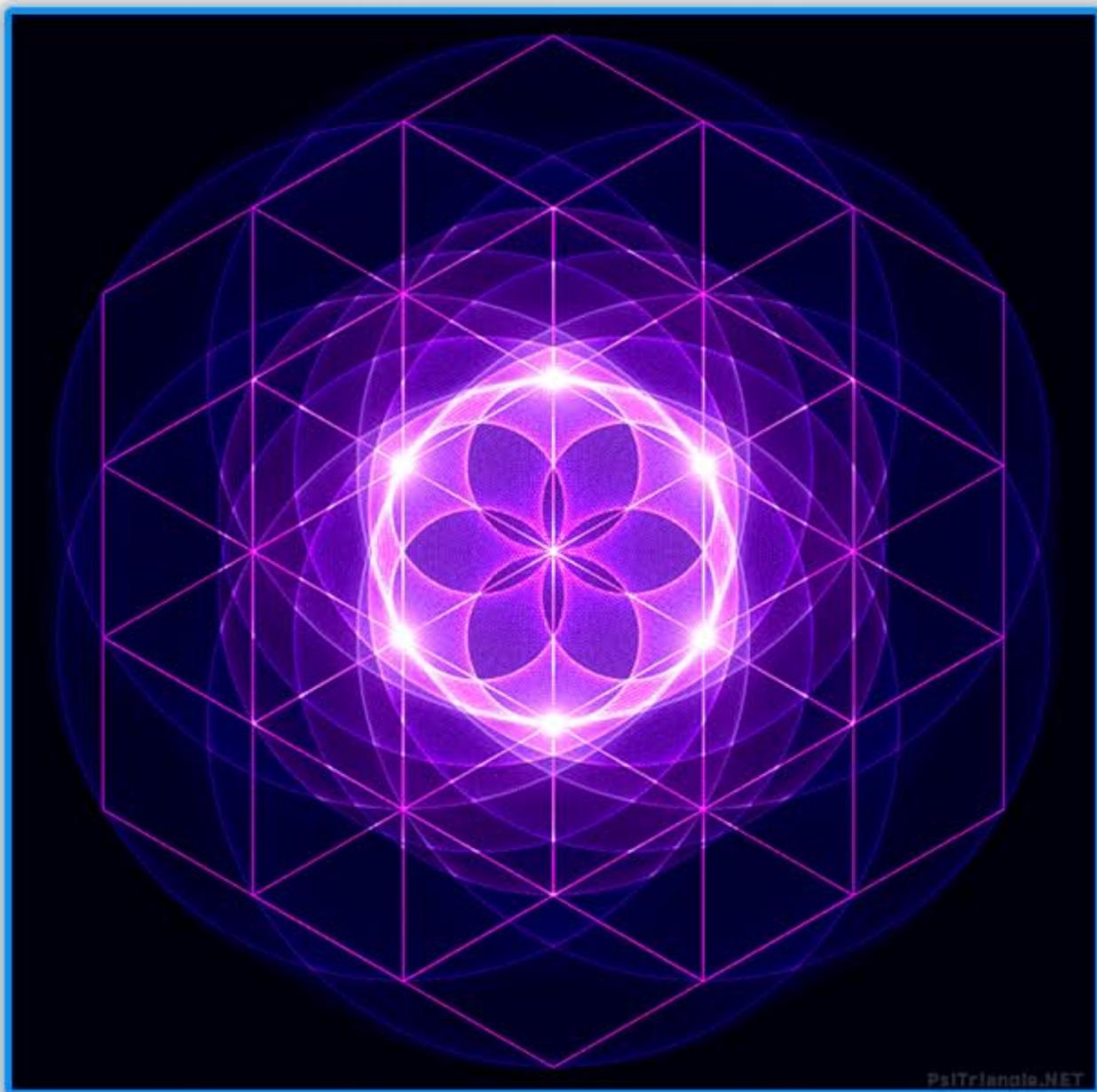
GeoKone.NET is my biggest and most personal project yet. It is an interactive geometry generator that runs inside the browser.

GeoKone allows people to create Sacred Geometry easily. Sacred Geometry is something that is everywhere around us, it is the language which Nature uses to build everything.

Implemented with Javascript + Processing.JS on the client side, Node.js + MongoDB on the server. Learned a lot during this project! From coming up with the idea, designing the looks, implementing both the client and server side, data management, user registration & login, user support and everything that is required to implement an online web service. Whew!



Couple of example images created with GeoKone.NET .. more can be found at <http://indigineous.tumblr.com> !



# Mobile Developer

iOS, Objective-C, HTML5, Javascript

December 2011 - December 2012, 12 months

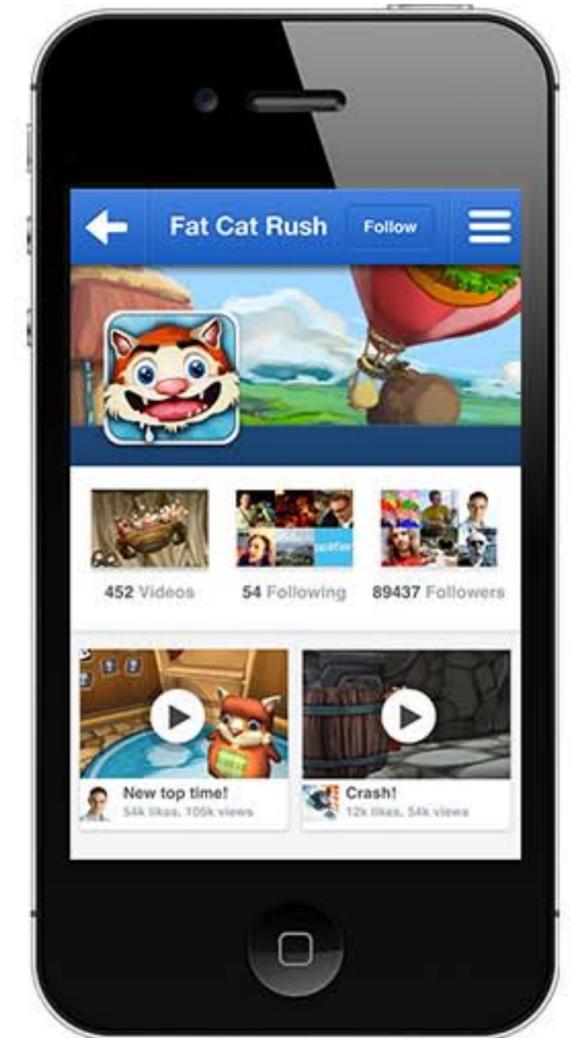


Joined **Applifier** with the title of **Mobile Developer**. **Developed new features** for their cross promotion iOS SDK that was distributed to game developers. Worked mostly with **XCode** and **Objective-C**, **ending up refactoring the SDK**, making it more maintainable and easier for the developers to add to their projects.

**Designed and implemented new features**, like the Leaderboards functionality, that was completed but not yet released.

Worked together with **Sega** to **implement Applifier cross promotion into five of their games** that were released in the Apple Store. Interesting project, got to work directly with source codes of their big brand names, like Sonic and Virtua Tennis :)

Was part of the team developing **Everyplay**, that allows game developers add video recording and sharing to existing **OpenGL** games. **Implemented the base iOS user facing portions, parts of the UI, Interaction with the HTML5 content** and the **native Video Player & Trimmer**. After 7 months of implementation, we released the first public SDK to developers. Challenging project technically, as the iOS side had to work smoothly with the HTML5 content.



**EVERYPLAY**

## Software Architect / Co-Founder

HTML 5, Ajax, Dojo, CSS 3, Javascript, Canvas, UI design, Python, Django

September 2010 - Current



Started a company together with three friends, called adHD :: Finland Oy.

Plan was to offer Consultation Services, UI design and Software Development.

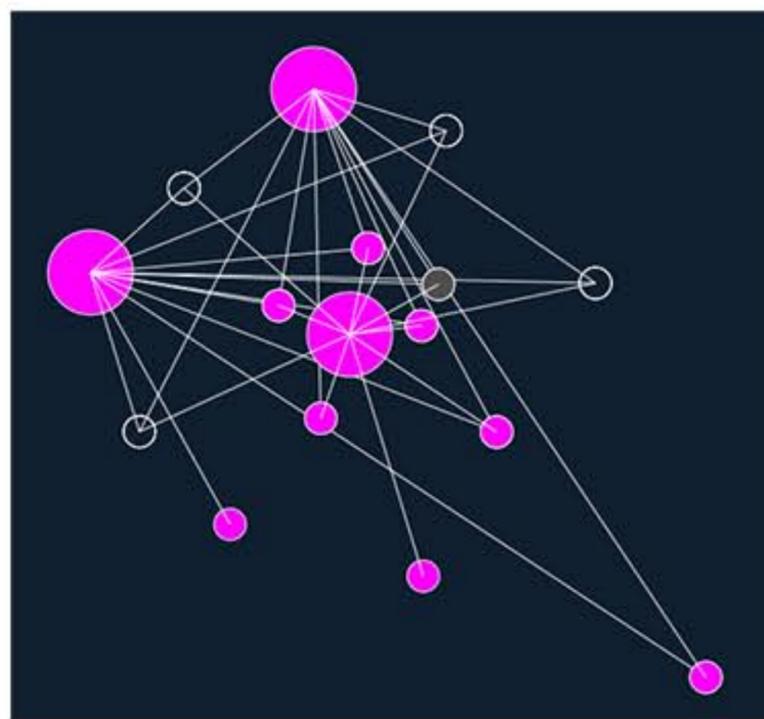
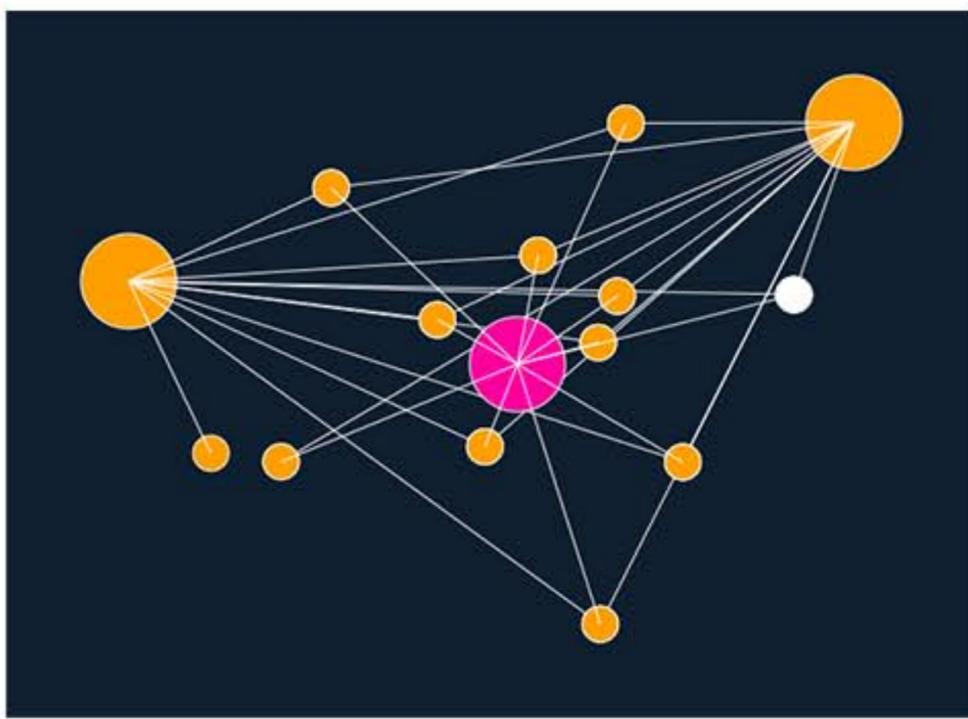
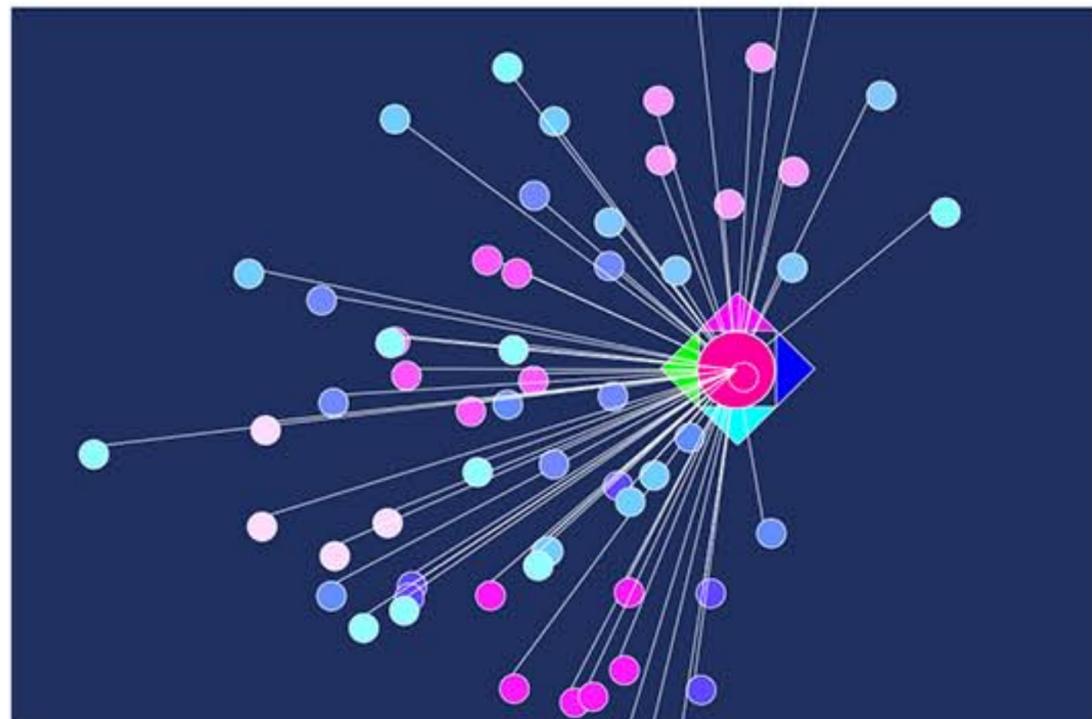
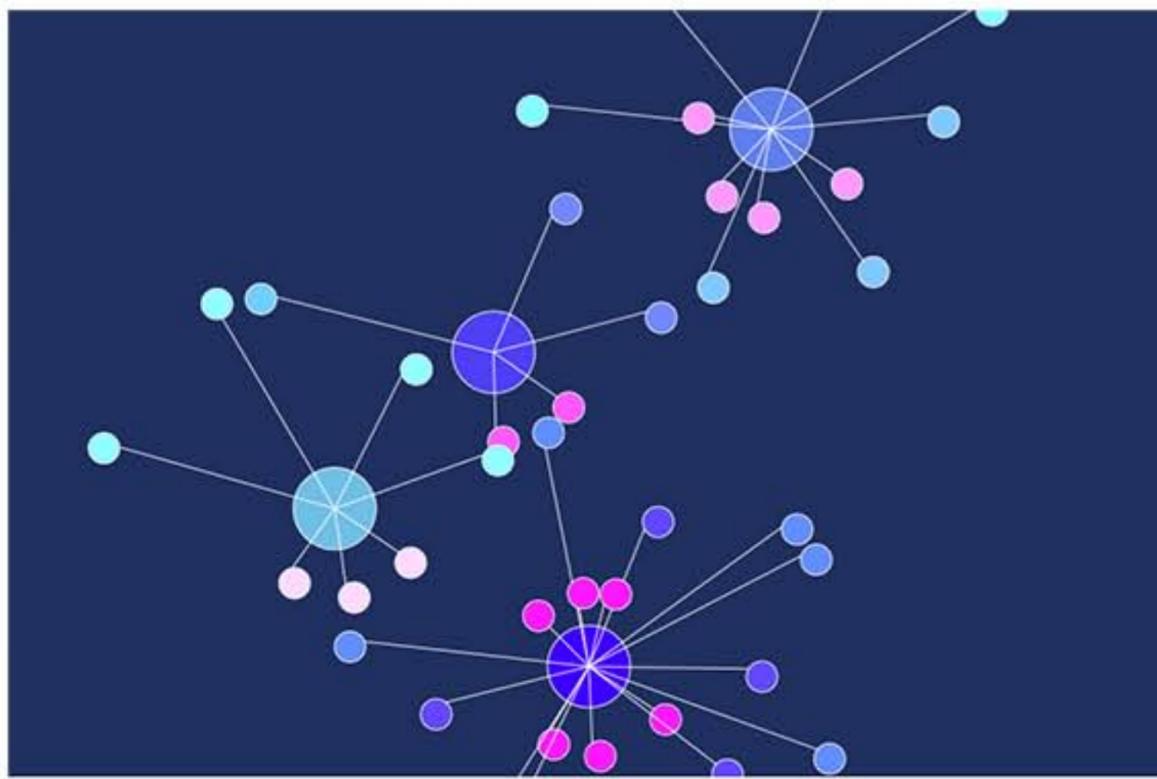
Started implementing a project management tool with real time collaboration in mind, based on a idea about Everything Being Fractal, and one that I had designed and visualized earlier.

First prototype of our project management tool implemented with HTML 5 Canvas element, Processing.js graphics library and Python + Django on the server side.

Based on fractality of everything and ditching old ideas about how data should be represented in the web. Everything is connected and everything works as the user expects it to work, context based UI functionality that has four basic functionalities that change depending on the context the user is looking at.

The company didn't last for long as one of the founders decided to bail out, but on the next page are a couple of screenshots of the design and prototype implementation.





# Software Architect

HTML 5, Ajax, Dojo, CSS 3, Javascript, JSON, UI design

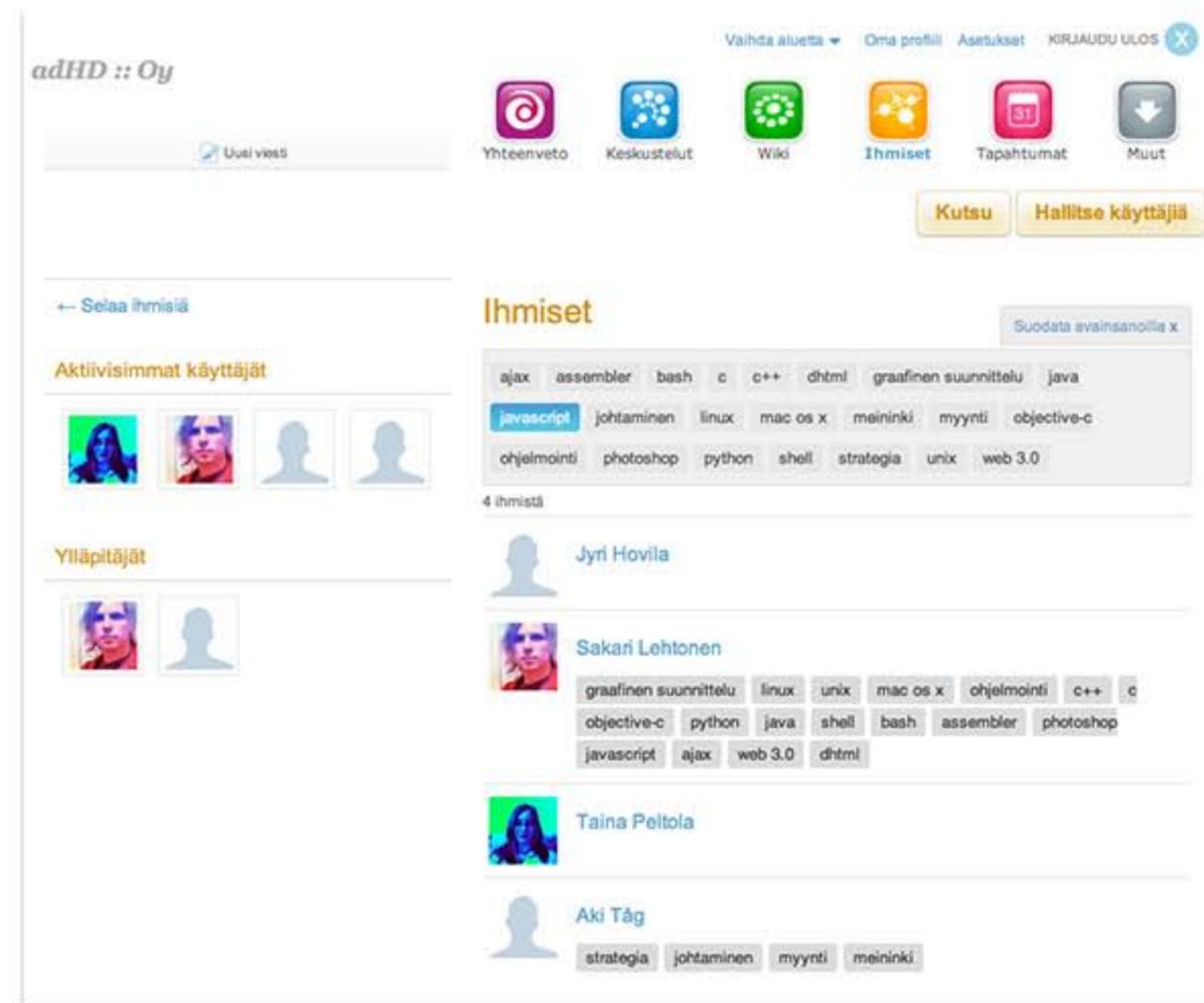
03/2010 - 05/2010, 3 months



Worked for a short period at [Dicole \(currently Meetin.gs\)](#) as [Software Architect](#).

**Designed and implemented a keyword tagging framework** for tagging content with keywords and searching content based on those tags. This was part of web based collaboration tool, [Dicole](#).

Implemented with [HTML 5](#), [CSS 3](#), object based [Javascript](#) & the [Dojo](#) JS library. The user could interactively tag content, search content based on selected tags realtime, filter search results with tags and show search results realtime depending based on [JSON](#) -data received from the server.



# Game Programmer

Java, Objective-C, C++, Cocoa, Eclipse, Xcode, Microtransactions, iPhone, iPod Touch

10/2009 - 03/2010, 5 months



Designed and implemented a microtransaction framework for **Fantasy Warrior: Legends**, a **iPhone** game developed at **Digital Chocolate**. The framework allowed players to purchase in-game items from the **Apple Store**.

Designed the functionality & programmed the **Ingame Store UI** where the player purchases the products. **Wrote product descriptions** for the gemstones and also **figured out pricing related issues**.

Worked with **Objective-C/C++/Cocoa** on the microtransaction framework, **Java** with the game and UI. Build process was to convert the **Eclipse** Java project with an inhouse tool to a **XCode** Objective-C++ project, then compile to a native **iPhone** application. Debugging was challenging :)



# System Administrator

Linux, RPM, Automation, Scripting, Infrastructure, Clustering, F5 load balancer, VMWare, Cisco, MySQL, Apache, Facebook

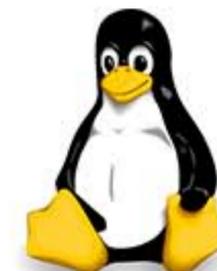
04/2008 - 10/2009, 18 months



Worked as a **Linux Systems Administrator** in one of the biggest **Social & Mobile Game Companies** in **Finland**. Part of an international team that had members working in **Helsinki, Barcelona, San Mateo** and **Bangalore**. **Helped closely a team of game developers, wrote RPM packages, scripted and automated deployment of Facebook games.** like **TowerBloxx** with over one million registered users.

**Rewrote system for deploying of new Linux-servers** hosting games and services. **Maintained a total of over 60+ Linux-servers** set up in **Helsinki** and **San Mateo**. **Administered F5 BigIP Load Balancers** and **Cisco Routers**. Maintained dozens of enterprise level **MySQL Databases**. Worked with heavy duty **VMWare ESX server solutions** providing virtualization of Linux Servers.

Had the great opportunity to work on-site at **San Mateo, California** for three weeks for Training and onsite installation of new **servers and infrastructure**.



# Development Engineer

Automation, Data Logging, Visual Basic, OPC, SQL Server

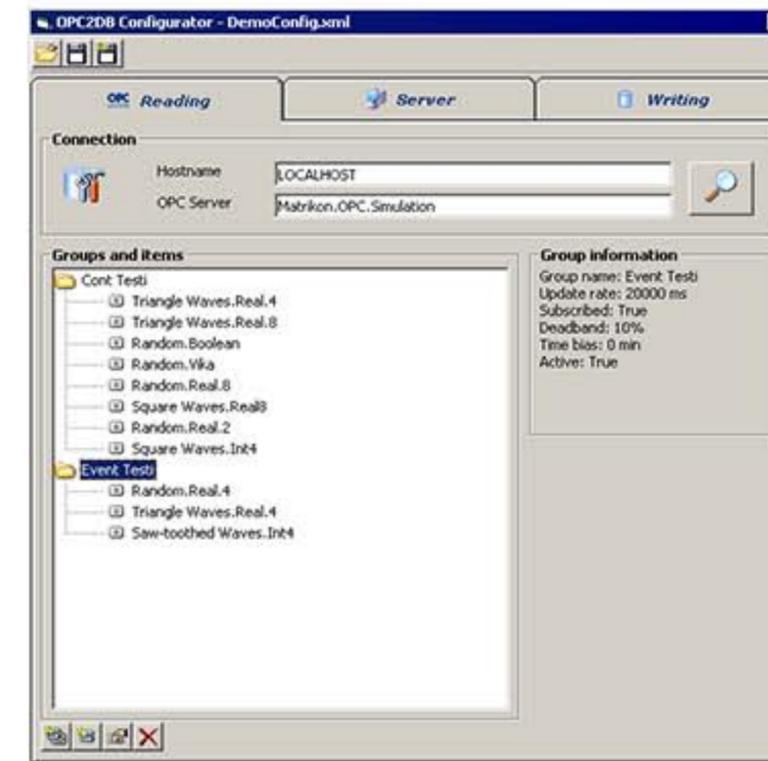
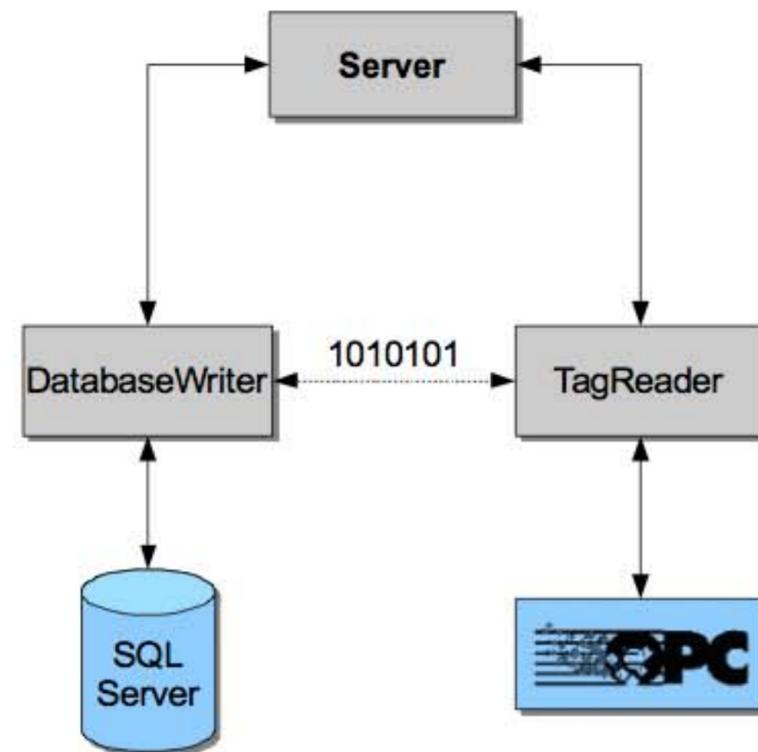
12/2006 - 04/2008, 14 months



Worked on my Automation Engineering Thesis on developing a history and data logging tool for Outotec PSI 500 mineral fluid analyzer.

Designed and implemented a Windows server application that reads measurement data from OPC servers and stores them into a Microsoft SQL Server database and calculates different average values for those measurements realtime.

Also designed and programmed a configurator interface that can be used to make XML configuration files for the application. Implemented with Visual Basic 6 for compatibility with existing Outotec products.



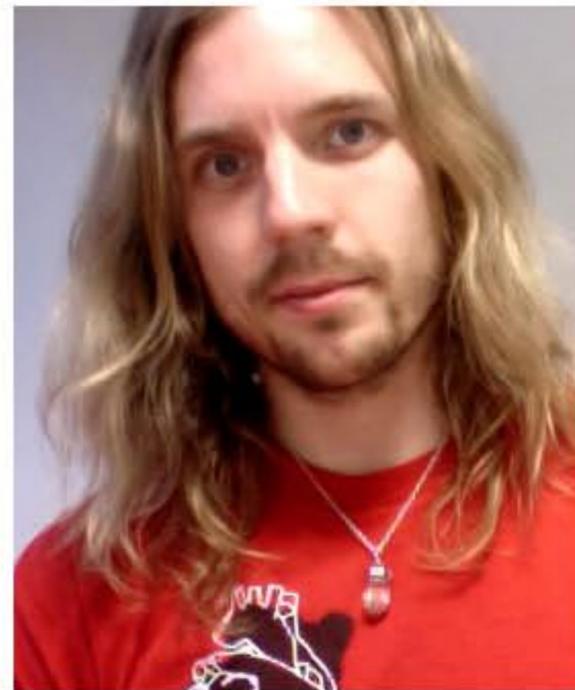
These were my most recent work projects. If you have any questions, feel free to contact me:

**Sakari@PsiTriangle.NET** +358 400 370 339

Homepage: <http://PsiTriangle.NET>

Github: <https://github.com/inDigiNeous/>

Twitter: @inDigiNeous



In my personal life I enjoy running, videogames, bicycling, swimming and practicing close combat weapons and anything that can be juggled somehow :) I am a very capable of working independently, but the most I enjoy working with a good and talented team of enthusiastic people who love what they do. I aim for perfection, but understand to compromise when needed.

I aim to communicate clearly and to express myself honestly. Ultimately, I want to create positive changes in the way we live, through use of modern technology. This is what drives me. ^\_^ -- Sakari