

Pauli Olavi Ojala

Curriculum vitae

Male, born 26 July 1980, living in Helsinki, Finland.

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I'm an experienced full-stack developer with several shipping commercial applications under my belt. My specialities are user interface development (web, mobile, desktop) and accelerated graphics.

I know how to make software from scratch including design, documentation and server deployment – but I also know how to talk with people and I'm not afraid to deal with customers.

Expertise

- Native software development for desktop, tablet and mobile
Platforms: Mac OS X, iPhone, iPad, Windows, etc.
- Web development, both front-end and server
Technologies: Node.js, Go, HTML5, WebGL, Python, PHP, Amazon Web Services
- Advanced user interface design
Touchscreens, multi-screen systems and gestural (camera-based) 3D user interfaces
- 2D and 3D graphics algorithms; editing software design
- Strong documentation and technical copywriting skills
- Background in graphics design and film production

Employment

2005 -

Founder of Lacquer oy/ltd, a video and graphics software company.

Developed and shipped several versions of *PixelConduit*, a realtime video compositing platform. It is used by hundreds of individual users as well as large institutions such as the Finnish National Theatre. In 2011, the software was used in the production of director Peter Greenaway's latest film.

<http://pixelconduit.com>

Developed *Radi*, a visual web content creation application. It's a native app similar to Adobe Flash Pro. Radi combines vector animation, graphics and realtime video tools and allows everything to be published on the web as modern HTML5. Worked extensively with C / C++ / Obj-C / JavaScript bridging to develop these capabilities. <http://radiapp.com>

As a consultant, developed prototypes of advanced natural user interface systems (camera-based gesture control) for one of Finland's largest technology corporations.

July 2012 – December 2012

Software engineer at Tinkercad Oy, developer of a web-based 3D design tool.

Worked on Tinkercad's 3D solid modelling editor which runs directly in the browser using WebGL. Developed both the HTML5 front-end code and cloud-based back-end software.

In charge of development and UI design for important editor features including *Shape Scripts*, a unique feature that allows users to dynamically extend Tinkercad's cloud 3D engine with their own procedural 3D shapes.

Implemented major changes in core architecture on the servers, e.g. a new geometry representation and project-separated cloud storage for documents.

2011 – June 2012

Co-founder of Screen.io Oy.

Developed *Slides & Polls*, a native Mac application for creating interactive presentations (available on the Mac App Store). The app has a friendly design, rich support for video and live graphics, and unique capabilities for managing web-based group interactions within presentations.

2004 - 2005

Graphics artist at Mr Goodliving Oy, a mobile game developer.

Created 2D graphics and 3D modelling+rendering for several mobile phone titles, including games bundled on some Nokia and Siemens devices. (The company Mr Goodliving was acquired by Real Networks Inc. in 2005.)

2000 - 2004

Graphics artist and HTML+Flash developer at Small Planet Oy, a mobile entertainment company.

Created both the front-end code and graphic design for many projects that were on the cutting edge of how the web and emerging mobile phone interfaces could be combined.

Developed an award-winning game client for *Virtual Volvo Ocean Race 2001*, a web-based game with a mobile extension that interfaced with the real sailing race. This was one of the first large-scale multiplayer web games to use Macromedia Flash for the game client.

Other work

Project researcher at Aalto / HIIT (Helsinki Institute of Information Technology) in 2009 – 2011.

Video designer for theatrical projects at several theatres in Finland, including Kansallisteatteri (National Theatre) and Kom-teatteri.

Freelance film editing, graphic design and music visuals for bands and festivals.

Awards

Top 4 finalist and prize winner in *cd²* creative pitching competition held by AVEK (Promotion Centre for Audiovisual Culture) in Helsinki, Feb 2013.

3rd prize in Jörn Donner scriptwriting competition for film students, 2003.

Studies

BA degree in Film Editing and Post-Production

Aalto University, College of Art and Design
Helsinki, Finland

Languages

Finnish – native

English – excellent

French – very good

Swedish – ok

German – basic