Riku Rainio

Tampere, Finland, 33540 | (+358) 504000405 | rainioriku@gmail.com | linkedin.com/in/rikurainio

EDUCATION

Tampere University of Technology   **2023**
Bachelor of Science in Computer Science
Relevant Coursework: Data Structures & Algorithms, Programming1,2,3, Software Production, Cloud Programming

EXPERIENCE

AI Annotator, DataAnnotation - Freelance   **March 2024 – Present**

- Improved text-based language models by rating prompts based on correctness, cohesiveness, verbosity, and context, including testing models with complex, carefully crafted prompts
- Analyzed and corrected code to optimize performance, fix bugs, and enhance overall code quality in various projects

Software Developer, Buutti – Finland   **April 2024 – October 2024**

- Developed a full-stack webshop, working closely with the client to design and implement custom features that met their needs.
- Integrated APIs, optimized backend processes, and improved the frontend for a better user experience.

Software Developer, Knowit – Finland   **August 2022 – March 2024**

- Led frontend development using React, integrating seamlessly with AWS backend services to deliver a quality user experience in collaborative project
- Contributed to an in-house project leveraging Google Cloud Platform's VertexAI and multiple LLMs
- Delivered a technical talk on Next.js to share knowledge across the team

PROJECTS

Drafter.lol, Personal   **2024 – Present**

- Designed, developed, and self-hosted a full-stack SaaS solution as part of a two-person team
- Provided a strong alternative to existing market solutions, helping thousands of users

Software Development Mentoring   **January 2023 – Present**

- Mentored a friend to help him advance as a software developer, offering guidance on best practices and career development
- Taught key concepts such as software hosting and how popular web frameworks like React and Next.js function

In-house Queue & Rankings Tools   **May 2023 – Present**

- Developed a web application that allows community users to queue for in-house games and get matched with other players
- Built a web-based tool to display community player rankings and detailed player information in a user-friendly format

SKILLS

Design: Photoshop, Sony Vegas Pro, FL Studio
Programming Languages: TypeScript, JavaScript, C++, Rust, Python
Frameworks & Technologies: Next.js, React, HTML, CSS, TailwindCSS, Tauri, Electron, Node.js, AWS
Tools: Visual Studio Code, Cursor, Git
Databases: PostgreSQL, MongoDB, SQLite, Redis