

Matti Remes



Data Engineer ❖ Kaidan Oy ❖ remes@iki.fi ❖ +358 (0)40 937 7196 ❖ [linkedin.com/in/mremes](https://www.linkedin.com/in/mremes)

I am a software developer specializing in the development and design of data-intensive backend applications and data science tooling. My experience includes instrumentation of the application code for data collection, developing both streaming and batch data pipelines, and providing data scientists with tools for accessing data both programmatically and graphically. I also have a firm knowledge of many database engines and the best practices of modern data warehousing.

I have strong knowledge of the Python programming language and its many open-source libraries. In addition to Python, I'm proficient with the JVM ecosystem and languages such as Clojure and Java. I'm used to programming in a Unix environment, so I'm familiar with Unix tools and Bash scripting. I have also done full-stack programming using React/GraphQL/Express stack, and C/C++ programming as part of my university studies and hobby projects.

As part of the knowledge I've gained as a professional software developer, I am familiar with the essential DevOps and team collaboration tools and methodologies. These include, among other things, version control, containerization, orchestration, CI/CD tools, infrastructure as code, clouds, and Scrum.

I am committed in writing maintainable, high-quality code and implementing the best practices of software engineering in data projects.

EXPERIENCE STACK

Domains

mobile game analytics, sports analytics, survey research, anti-money laundering, housing services

Software Development

Languages

Python, JavaScript, Java, Clojure, C#, Bash

Databases

PostgreSQL, MongoDB, Cloud Datastore, CosmosDB, Redis, Elasticsearch

Web Technologies

React, GraphQL, Express.js, Flask, Django, DjangoCMS, Sanic

Data Engineering

Languages

Python, SQL, Java

Databases

BigQuery, Vertica, Exasol

Dashboarding

Google Data Studio (similar to PowerBI), Sisense, Plotly

ETL Frameworks and Platforms

Beam, Airflow, Spark

Infrastructure

DevOps

Docker, Kubernetes, Terraform, Jenkins, Bamboo, Azure DevOps, Ansible

Services

RabbitMQ, Kafka

Monitoring tools

Grafana, Prometheus, New Relic, Datadog, clouds' native monitoring tools

Clouds

GCP, AWS, Azure

FREELANCING EXPERIENCE

2022-2023

- Microsoft Finland Oy (Siili One Oy) - **Full-Stack Engineer** - developing in-house survey analysis tools, including UI development and DevOps

2020-2021

- Helsingin Asumisoikeus Oy - **Consultant** - mapping out digital transformation roadmap and the data architecture
- Hatch Entertainment Oy (Siili One Oy) - **DevOps Engineer** - developing IaC for the game streaming backend

2019

- Veikkaus Oy (HiQ Finland Oy) - **Data Engineer** - developing data science tooling
- Reworks Oy - **Data Engineer/Architect** - developing a data platform and DevOps pipelines from scratch for the mobile gaming startup
- Siili Solutions Oyj - **Host/Teacher** - organizing and delivering an Apache Airflow training workshop for the personnel

WORK EXPERIENCE

Gamedata Studios Oy

Co-founder, Lead Developer

7/2020 – 5/2022

Helsinki, Finland

I was developing a managed data analytics platform service in a two-person start-up with Vesa Palonen. We managed to acquire multiple customers, including Metacore Games. We supported Metacore to launch their flagship game, Merge Mansion, globally and scale user acquisition profitably, which resulted in the game growing into tens of millions in yearly revenue.

As the lead developer, my primary duties were developing the actual software, cloud infrastructure around it, and implementing the necessary DevOps practices to manage and further develop the product.

After multiple successful deployments and partnerships, which generated nearly 400K € in yearly revenue and over 100K € in operating income, I chose to do a personal exit from the company.

Revolut Ltd

Software Engineer

8/2019 – 10/2019

Vilnius, Lithuania

While living in Vilnius, Lithuania, I worked at Revolut as a software developer in the anti-money laundering team. I improved the existing software by using profiling and static analysis tools and rolled out changes to production. I was also involved in developing a streaming data processing service, the team's Terraform IaC modules and ETL pipelines. I resigned after a short time to focus on my freelancing career.

Next Games Oyj

Data Engineer

12/2016 – 3/2019

Helsinki, Finland

I was a data engineer in the company's analytics and backend teams. My duties included:

- developing a user-friendly data platform for the use of the whole company (especially data science, user research and player support teams)
- designing and developing the data warehouse, pipelines, and integrations
- developing and deploying data services, such as operational user base segmentation service and enriched live feed of actions
- creating a general reporting and visualization framework for the company's game portfolio
- developing an SDK for the game developers to add analytics data to be sent from invoking game interactions
- developing the game servers to emit useful data from the Azure Service Fabric backend to the data platform
- making the data platform GDPR-compliant
- assisting data scientists, QA, and player support to use data and come up with data-driven solutions

Eficode Oy
Software Engineer Consultant

10/2015 – 11/2016
Helsinki, Finland

I was a software development consultant working for several clients in a development role. My main contributing project was a real-time sports data analytics service implemented as a REST API with Clojure and Vertica DB.

Mediahuone
Part-Time Entrepreneur, Web Developer

3/2010 – 8/2012
Pori, Finland

While in high school, I designed and implemented websites for three local businesses and one election candidate. My stack was Drupal CMS, HTML, CSS, and JavaScript for development and the Adobe suite for visual design. I also designed and produced marketing materials such as business cards, flyers, and stickers for my customers.

EDUCATION

University of Helsinki
B.Sc., Computer Science

09/2012 - 05/2019
Helsinki, Finland

I studied computer science, mathematics, statistics, and economics at the University of Helsinki. The topic of my bachelor's thesis was a reinforcement learning problem called multi-armed bandit. I was also an active student nation member and served as a system administrator, a treasurer, and a board member.

I have plans to continue to pursue the master's degree when the time is right.

HOBBIES

Cycling, sailing, gym, non-fiction books, music production and mixing, digital signal processing