

Personal Data

Name:

Eronen, Mikko

Mobile:

+358 50 412 4802

Email address:

mikko.j.eronen@cannedbit.fi

Web:

<https://www.cannedbit.fi>

<https://www.linkedin.com/in/mikkojeronen>

<https://github.com/mikkojeronen>

Nationality:

Finnish



(artistic illustration)

Readme.md

Experienced multi-platform developer with operations experience always looking for new and inspiring challenges. Cannot emphasize word inspiring too much.

Currently embracing iOS and its relatives, but can develop for Android and embedded stuff on the side as well, or whatever - the chosen tech stack isn't really the point, is it.

Performance optimization (with C / C++ / ASM / SIMD) and legacy code integration are familiar topics for me as well.

I have leadership experience, but prefer to concentrate on the tech side as an active team member or solo.

I've got an excellent success rate in projects and I'm worthy.

Readme-iOS.md

Some of my favorite projects have been for iOS. Drivetune was deemed impossible by ABB's own experts, situation got different after I integrated, multithreaded, and optimized their legacy protocol stack for mobile use and Bluetooth. Better Life by Hintsä was full speed startup-style development with reactive technologies, my hands were all over it, especially when the lead developer responsibility fell into my lap. Open sourced Movesense Showcase was purely a one man show and I've kept tinkering with my own fork of it since, it can be found on my GitHub. At Time Atlas Labs the latest and finest in tech was successfully applied to provide fluid and beautiful user experience.

Currently focusing on SwiftUI & Swift 6 and how to effectively apply them iteratively, replacing older implementations in pieces where needed. Got used to declarative UIs & bindings long ago with XAML, and have had fully in-code relative UI layouts and reactivity as my standard solutions with UIKit already.

Special Knowledge and Skills

- ✓ Getting It Done
- ✓ Quality Focus
- ✓ Problem Solving
- ✓ Agile Methodologies
- ✓ Software Architectures
- ✓ Software Patterns
- ✓ Software Processes
- ✓ Optimization
- ✓ Algorithm Development
- ✓ Bluetooth
- ✓ Prompting

Programming Language Experience

- ❖ Swift / Objective-C
 - Application development work for iOS for 5+ years
- ❖ C++
 - Professionally developed mobile and some embedded software with it for 5+ years
- ❖ C
 - Started programming with it as a hobby a long time ago, pops up sometimes for porting legacy code etc.
- ❖ C#
 - Application development work on Windows Phone / Windows platforms
- ❖ Python
 - Gets things done
 - Some test automation implementation
- ❖ Java
 - Application development work for Android
- ❖ JavaScript / HTML / CSS
 - Every now and then done some tinkering with them related to random projects
- ❖ Scala
 - Developed a mobile backend and a web application with it
- ❖ PL/SQL
 - Can be a real time-saver if something needs to be done at the database level
- ❖ PHP, VB, Perl, assembler (x86, ARM), shell
 - Oddly familiar
- ❖ GNU Octave
 - Machine Learning

Other Tech Stuff I've Spent My Cycles With (no specific order)

Operating Systems:

GNU/Linux, iOS, Android, Windows, Windows Phone, Solaris, Symbian

Applications:

Git, VMWare ESXi, XCode, Figma, AppCode, MySQL, FreeMind, Visual Studio, Together ControlCenter, Oracle, Rational Rose, CodeWarrior, Telelogic Tau, Lauterbach T32, Emacs, Apache, Synergy, CVS, SVN, Mercurial, Talend OpenStudio, Eclipse, IntelliJ IDEA, Vim, Confluence, Jira, Bamboo, Tomcat, Maven, Rational Team Concert, Serena Business Manager, ScrumWorks, Toad, CA SiteMinder SSO, SharePoint, JMeter, SoapUI, LoadUI, Apache, IIS, JBoss, Confluence, Maven, Xamarin, MS Office, Postman, chatGPT, Copilot

Other Buzzwords:

Agile, Scrum, JSON, REST, RAD, Continuous Integration, Patterns, SQL, Bluetooth, Reactive Programming, Machine Learning, UML, Unified Process, TCP/IP, XML, SNMP, SIP, HTML, CSS, ITIL, SSO, BPM, HTTP, SMTP, IMAP, POP, CSS, SOAP, SIMD, AI, ML

Work Experience

- ❖ Canned Bit Oy 2/2012 -: CEO, Mobile Development Freelancing (iOS, Android, Windows Phone), Mobile App Publishing
- ❖ Beddit Oy 2/2014 – 5/2014: Developer (iOS and Android development, iOS CI setup, test automation, Bluetooth)
- ❖ ContriByte Oy 1/2009 – 1/2012: Consultant (Oracle/JDBC based data migration, BPM platform implementation and development, T3 support)
- ❖ Nokia Corp. 1/2007 – 12/2008: Senior Software Engineer (Symbian/C++)
- ❖ SysOpen Digia Plc., 6/2004 – 1/2007: Software Engineer (Symbian/C++)
- ❖ Nokia Corp. 4/2003 – 5/2004: Graduate Trainee, Software Architect (Symbian/C++)
- ❖ Lappeenranta University of Technology 1998 - 2002: Research Assistant / Project Manager (Linux/C & Pattern research/Java)
- ❖ Etelä-Saimaa newspaper 1996 - 1998: Several IT related assignments
- ❖ New Steel Oy 1995 – 1996: Design and implementation of their IT infrastructure

Education

Master of Science - Lappeenranta University of Technology, Department of Information Technology:

- Information Processing (major)
- Telecommunications (minor)
- Industrial Engineering and Management (minor)
- Thesis title: Messaging Application Engine for Symbian Platform

Courses:

- Machine Learning (Coursera / Stanford) 2018
- iOS App Development with Swift (Coursera / U. Toronto) 2016
- Functional Programming Principles in Scala (Coursera / EPFL) 2014
- ITIL, COBIT, PRINCE2 brief (Wakaru) 2011
- SharePoint online courses (Pluralsight) 2011
- Presentation Skills (MetaProg) 2008
- Scrum Project Management (Tieto) 2008
- Symbian OS Courses From A to Z (Digia) 2004-2008
- Object-Oriented Analysis and Design, UML 2.0 (Tieturi) 2006
- OMAP 1710 Hardware Workshop (Texas Instruments) 2005
- Debug with Lauterbach T32, modules 1 & 2 (Nohau) 2003

Language Skills

- 1* Finnish – Mother Tongue
- 2* English – Full Professional Proficiency
- 3* Swedish – Basics

Projects

2025-02-07

<u>When</u>	<u>Project Name, Brief Description, And Used Techs</u>	<u>Customer</u>
11/2024-02/2025	<i>App Prototyping</i> <ul style="list-style-type: none">➤ Full iOS App UI Implementation<ul style="list-style-type: none">• iOS 17.x• Swift 6.x• SwiftUI 99%• Swift 6 Strict Concurrency• MVVM Architecture	Time Atlas Labs / Qvik
09/2024-12/2024	<i>App Feature Implementation & Fixes</i> <ul style="list-style-type: none">➤ See How You Eat App for iOS [App Store]➤ Synchronization To Cloud Implementation➤ Smaller Features & Fixes<ul style="list-style-type: none">• iOS 16.x• Swift 5.x• UIKit & Interface Builder	Health Revolution
10/2023-11/2023	<i>App Feature Implementation & Fixes</i> <ul style="list-style-type: none">➤ Infrakit FIELD App for iOS [App Store]➤ Recursive Folder Selector (SwiftUI)➤ Camera View Upgrade (UIKit & SwiftUI hybrid)➤ Bug Fixing & Cleanup<ul style="list-style-type: none">• Figma UI Designs• iOS 16.1 Baseline• Swift 5.x• SwiftUI / UIKit & Interface Builder• Combine Bindings & Streams• Alamofire networking w/ JSON Codables• MVVM based	Infrakit / Rakettitiede
2020-2022	<i>Hiatus</i> <ul style="list-style-type: none">➤ Babby Showcase<ul style="list-style-type: none">• Agile Paternal Practices• Diaper Driven Development	Internal / Mothership
06/2018-07/2019	<i>Showcase App for Open Sensor Platform</i> <ul style="list-style-type: none">➤ Movesense Showcase [App Store]➤ Full implementation with UI design from the client➤ A couple of frameworks implemented in the process➤ Implemented with minimal external dependencies so that Movesense partners can easily take it into use in their own projects➤ Open sourced<ul style="list-style-type: none">• iOS 11 baseline• Swift 4.2 & 5.0• Bluetooth LE connections to Movesense sensors• MVVM architecture• Layouts fully in code	Suunto / Unikie
01/2017-09/2017	<i>Mobile Self-Improvement App Implementation</i> <ul style="list-style-type: none">➤ Better Life by Hintsa [App Store]➤ Several full E2E functionality implementations➤ Several view implementations➤ Process improvements<ul style="list-style-type: none">• iOS 10 baseline• Swift 3.1 & 4• ReactiveKit & Bond frameworks• Alamofire based networking• JSON w/ Argo & Swift 4 Codables• Layouts fully in code w/o interface builder	Hintsa / Talented

05/2016- 12/2016	<i>Operating System and Graphics Development</i> <ul style="list-style-type: none"> ➤ Central system app implementation ➤ Systems development <ul style="list-style-type: none"> • C++11 • GNU toolchain 	Huawei / Symbio
12/2014- 12/2015	<i>Multi-platform Mobile Application Development for Inverter Control</i> <ul style="list-style-type: none"> ➤ Drivetune [App Store] ➤ Mobile app implementation (Android, iOS) ➤ Multi-platform C++ bindings implementation ➤ Legacy C/C++ code container implementation ➤ Link-layer protocol implementation ➤ Bluetooth Classic / LE connectivity implementation ➤ Development process mentoring ➤ Multi-platform app architecture <ul style="list-style-type: none"> • iOS 9.x (Swift, Objective-C, C++) • Android 6.x (Java, C++) 	ABB / Symbio
10/2014- 11/2014	<i>Windows Phone App Backend Azure Transition Study</i> <ul style="list-style-type: none"> ➤ Azure mobile services feature investigation ➤ Mobile app Azure backend feasibility study, architecture, and initial implementation ➤ Transition roadmapping <ul style="list-style-type: none"> • Windows Phone 8.1 (XAML / C#) • Azure Services 	Microsoft / Symbio
06/2014- 07/2014	<i>Windows Phone 8 application engine update to 8.1</i> <ul style="list-style-type: none"> ➤ Old features ported to the new platform version ➤ New feature development together with backend ➤ Continuous integration setup <ul style="list-style-type: none"> • Windows Phone 8.1 (XAML / C# / C++ / C) • Windows Phone OEM SDK • Jenkins CI setup 	Microsoft / Symbio
04/2013-	<i>Mobile Application Development</i> <ul style="list-style-type: none"> ➤ BarcodeBeamer web and backend ➤ BarcodeBeamer for WP8 ➤ BarcodeBeamer for Windows Desktop ➤ www.barcodebeamer.com <ul style="list-style-type: none"> • Windows platforms (WPF / XAML / C# / C++ / C) • Android (Java / C) • iOS (Swift / Objective-C) • Play2 / Scala based backend(s) 	Internal