

# Anttoni Koivu

📍 Vantaa, FI    ✉ anttoni.v.koivu@gmail.com    ☎ ———  
🌐 anttonikoivu.com    in Anttoni Koivu    🌐 Anttonii

## About Me

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Highly motivated Computer Science student with a strong foundation in data structures, software development and machine learning. I'm passionate about solving real-world problems and always eager to learn more. I am seeking an trainee position to contribute in my area of expertise and to further expand my skill set by taking on new challenges.

## Education

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- Aalto University** 2024 - 2026  
*MSc in Computer Science*
- Major in Machine Learning, Data Science and Artificial Intelligence
- Aalto University** 2019, 2021 – 2024  
*BSc in Computer Science*
- Wrote my Bachelors thesis about 3SUM and subset sum problems.
  - **Minor:** Bioinformation Technology

## Experience

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- Full-stack developer, School project** Sep 2023 - May 2024  
*Remedy*
- Implemented user authentication that allowed scoping organizational data to be shown to only specific teams.
  - Stack Used: ASP.NET backend, React-based Grafana frontend.
- Full-stack developer (part-time)** Oct 2023 - Dec 2023  
*Promox*
- Implemented an invoicing system for admins to handle client billing.
  - Stack Used: Express.js backend, React frontend.

## Projects

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- Archimago** [Github](#)
- Currently developing and maintaining a Discord bot that is used within the Sorcery TCG community.
  - Uses web scraping techniques to get data with no available API endpoints. CI/CD with Github actions.
  - Tools Used: Python, Beautifulsoup, Selenium
- NBA Stats** [Website](#)
- A NBA stat visualizer that gives visual insight into a specific players shooting ability.
  - Whole app built from scratch, all components self-made for practice.
  - Tools Used: Svelte, Express.js, TypeScript, Python
- Suikagame Clone** [Github](#)
- A clone of the popular japanese arcade game written in C++.
  - Tools Used: C++, SDL2

## Technologies

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**Languages:** Python, JavaScript, TypeScript, C++, Java  
**Technologies:** Numpy, Pandas, Pytorch, React, Svelte, Git, Selenium/Playwright