

JANI O'CONNELL

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PROFILE

Software Engineering student with hands-on experience in full-stack development, backend systems, mobile app development, and AI model evaluation. Interested in software architecture, embedded systems, and developing practical software solutions.

LANGUAGES

English – Native
Finnish – Limited Working Proficiency
French – Elementary Proficiency

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C++, Dart, Java

Frontend: React, React Native, Flutter, Tailwind CSS

Backend: Node.js, Spring Boot, FastAPI, REST APIs

Databases: PostgreSQL, SQLite

Tools_&_DevOps: Docker, Git, GitHub Actions, CI/CD

Other: Linux, Software Testing, AI/ML, CAD/CAM

HOBBIES

Game Development
FDM Printing
Bouldering

EDUCATION

Tampere University of Applied Sciences
BSc, Software Engineering
September 2023 – Present
Expected Graduation: May 2027

University College Dublin
Mechanical Engineering Studies
September 2017 – May 2020

CERTIFICATIONS & TRAINING

Junior Cybersecurity Analyst Career Path – Cisco Networking Academy
October 2026
Introduction to Networks – Cisco Networking Academy
February 2025
Cloud Foundations – AWS Academy
March 2024

WORK EXPERIENCE

Full Stack Developer – Early-Stage Startup *Tampere, Finland*
July 2025 – December 2025

- Developed a full-stack web application using React, TypeScript, and Tailwind CSS on the frontend, with a NestJS backend and PostgreSQL database.
- Designed REST APIs for authentication, user management, importer accounts, and job listings; implemented secure JWT authentication using HttpOnly cookies.
- Configured Docker environments for development, testing, and production.

AI Coding Evaluator & Software Developer – DataAnnotation *Remote*
March 2024 - Present

- Develop programming-related prompts and technical challenges to train and evaluate AI models' coding and problem-solving capabilities.
- Write custom code, scripts, and test cases to evaluate AI-generated solutions, assess code quality, functionality, and efficiency, and identify bugs and logical errors.
- Debug code against technical requirements, best practices, and edge cases, providing corrected implementations and feedback to improve model accuracy and reliability.

PERSONAL PROJECTS

3D Scanner – C++, Python
Engineered a Raspberry Pi-based 3D scanner using LiDAR sensors and servo motors, with Python processing for point-cloud reconstruction and STL mesh generation.

Sign Language Interpreter – Python, TensorFlow
Implemented a real-time sign language interpreter using MediaPipe and OpenCV for hand landmark extraction and gesture recognition. Sourced and preprocessed training data to build a custom gesture dataset, then trained and evaluated a TensorFlow model for live gesture classification and inference.

Offline Finnish Translator – Flutter
Created an offline English ↔ Finnish translation app using quantized OPUS-MT ONNX models, ONNX Runtime, and local SentencePiece tokenization, with persistent model caching and language-specific text-to-speech playback.

Activity Tracker Web App – React, Express.js, PostgreSQL
Built a full-stack activity tracker with task management, interactive analytics, LGTM monitoring, and automated CI/CD deployment using GitHub Actions.