

Juho Niskanen

Software Engineer

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Summary

Self-driven Software Engineer with a focus on Cloud-Native Full-Stack Development and DevOps. Graduate of the kood/Sisu (42 Network) programming school, which focuses on rigorous, project-based, peer-to-peer learning. Highly proficient in Go, TypeScript, React, and Kubernetes. Brings a strong work ethic from a decade of reliable industrial experience, now seeking to apply modern software architecture and observability skills to a junior or mid-level engineering role.

Skills

📖 Languages

Languages: Go, TypeScript/JavaScript, Python, SQL, HTML/CSS

📄 Frontend

React, Vite, Zustand, Tailwind CSS, shadcn/ui, Phaser

🔗 Backend

Gin, Node.js/Express, PostgreSQL, Redis, RabbitMQ

🔗 DevOps & Cloud

Docker, Kubernetes, Helm, ArgoCD, Jenkins, Ansible, Vagrant, Cloudflare Pages, Github Pages

🔗 Monitoring & Observability

Prometheus, Grafana, ELK Stack (Elasticsearch, Logstash, Kibana), Filebeat, Netdata

🔗 Tools & Environment

Git, Linux, Make, Docker Compose

Languages

Finnish

Native

English

Fluent

Education

kood/Sisu

Software Engineer

Kuopio

2024-2026

- **Self-Directed Learning:** Mastered complex software engineering concepts through over 3600 hours of peer-to-peer, project-based learning with no traditional teachers.
- **Full-Stack Development:** Built backend APIs (Go/Gin), modern frontends (React/TypeScript), and designed relational databases (PostgreSQL).
- **DevOps & Cloud:** Gained hands-on experience with containerization (Docker), orchestration (Kubernetes), IaC (Ansible), and CI/CD (Jenkins).
- **Observability:** Implemented monitoring and logging systems (Prometheus, Grafana, ELK Stack)

Experience

Sepa Oy

Keitele

Assembly Worker

Seasonal: 2014-2023

- Consistently rehired for 10 consecutive seasons to assemble roof trusses in a fast-paced manufacturing environment.
- Developed a strong reputation for reliability, precision, teamwork, and strict adherence to safety and quality standards.

Projects

Full-Stack E-Commerce Platform

11/2025-05/2026

- **Repository:** <https://github.com/juhonis/fullstack-ecommerce-platform> (- Private (kood/Sisu policy) – Code access or walkthrough available upon request)
- **Stack:** Go, React, TypeScript, PostgreSQL, Redis, RabbitMQ, Docker, Stripe
- Developed a B2C e-commerce platform using a modular monolith architecture with dual-token authentication (JWT + HttpOnly cookies).
- Built an ACID-compliant order processing system with asynchronous payment handling via RabbitMQ and Stripe integration.
- Containerized the entire stack (8+ services) with Docker Compose, achieving a p90 latency of ~50ms under 100 concurrent users.

Match-Me: Real-Time Gamer Matchmaking Platform 12/2024-02/2025

- **Repository:** <https://github.com/juhonis/make-match> (Private (kood/Sisu policy) – Code access or walkthrough available upon request)
- **Stack:** Go, React, PostgreSQL, WebSockets, JWT, PostGIS
- Collaborated on a full-stack matchmaking app featuring real-time WebSocket chat and typing indicators.
- Engineered a custom recommendation algorithm using geospatial queries (PostGIS) and weighted scoring across user profiles.

GitOps Galaxy: Kubernetes GitOps Platform 08/2025-11/2025

- **Repository:** <https://github.com/juhonis/kubernetes-gitops-platform> (Private (kood/Sisu policy) – Code access or walkthrough available upon request)
- **Stack:** Kubernetes, Helm, ArgoCD, Jenkins, Docker
- Built a complete GitOps workflow using a Git repository as the single source of truth for cluster state.
- Packaged applications as Helm charts and utilized ArgoCD for automated continuous delivery, rollbacks, and image-triggered security patch deployments.

Sherlock Logs: Fully Automated Observability Platform 07/2025-09/2025

- **Repository:** <https://github.com/juhonis/vm-monitoring-automation> (Private (kood/Sisu policy) – Code access or walkthrough available upon request)
- **Stack:** Prometheus, Grafana, ELK Stack, Ansible, Vagrant
- Engineered an observability platform on a 7-VM infrastructure, implementing both pull-based (Prometheus) and push-based (ELK) monitoring.
- Automated the provisioning of dashboards, alerting rules, and data pipelines using Ansible.

Sauna-Ukko: Idle Sauna Management Simulator 03/2026-WorkInProgress

- **Repository:** <https://github.com/juhonis/sauna-ukko>
- **Stack:** React, TypeScript, Zustand, Tailwind CSS, Phaser, Cloudflare Pages
- Architected a scalable game state using Zustand with multiple prestige mechanics and an offline progression game loop.
- **Link:** <https://sauna-ukko.pages.dev>