Jari Kemppinen

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IT Professional Software Engineering

Offering extensive experience in management, business analysis, software engineering and client side architecture; areas of current expertise include:
Javascript - Typescript - JSON - MVC - HTML5 - Gaming - Cross Platform Development

Education

2000 - 2001: Certificate 4 Multimedia - Gateway TAFE Eagle Farm Brisbane
2001 - 2003: Diploma in Information Technology - Ithaca TAFE Red Hill Brisbane

Career Summary

I have 17 years of commercial experience in the IT industry and in particular software engineering. Over those years I have worked with many different languages and have always kept ahead of the curve in new technologies. I have many years' experience developing large scale client side architecture projects and utilising MVC design patterns. I also have extensive experience in developing cross platform apps and games for iOS and Android. Recently I have been working extensivly with conversational AI and building service bots. I enjoy problem solving and living on the edge of technology.

Technical Skills

Languages: Javascript, Typescript, HTML5, JSON, Actionscript 3, C#, PHP, Java, XML etc.
Libraries: KnockoutJS, JQuery, PureMVC, Starling, NAPE physics, BOX2D, Adobe Gaming
Operating Systems: Windows, OSX, iOS, Android, ChromeOS
Cloud Platforms: Google Cloud, Amazon Web Services

Employment History

Glasir AI - Brisbane, Australia
CEO (August 2017 – Present Day)
Glasir AI builds Artificial Intelligence Service Bots for small to medium businesses. The service bots are customised for each individual business to cater for their needs such as taking food orders. Visit https://glasir.ai to learn more and access a demo.
Read article: https://gamification.apacciooutlook.com/vendor/glasir-games-building-conversational-service-bots-for-business-cid-2609-mid-133.html

Contracting - Brisbane, Australia
Contractor (Oct 2016 – July 2017)
Various contract work. The latest job was Zenobot https://zenobot.com Gathered job specifications.Created wireframes and detailed documentation. Designed API. Designed UI with artist. Sourced and managed dev teams for the client. The job consisted of 2 dev teams, one in Romania to build the webpage and API. The other dev team was in Poland to build the Unity application. I also have been contracting out to a US based startup on a part-time basis helping them structure and expand their project into an MVC architecture.

Education Curb - Brisbane, Australia
Product Director (Oct 2014 – Oct 2016)
Product Director and Co-founder of Education Curb. I architected, managed and developed an adaptive learning system for English literacy, in particular spelling. The system gamifies

education while providing detailed student reporting to the teacher via a cloud based service. I built 6 total apps that operate from a sophisticated JSON based API to deliver the adaptive learning platform. It was built on Google Cloud Service utilizing MongoDB for data storage. The system also utilizes Google Classroom API's for signup and reporting functionalities. Visit http://educationcurb.com to learn more. I also architected and designed other successful projects for external clients.

Tatts Group - Brisbane, Australia
Senior Web Developer (Nov 2012 - October 2014)
Developed new large scale gambling website http://ubet.com using Typescript and KnockoutJS that dynamically feeds on a JSON based API. Managed team of juniors in development of the site. At times I maintained their existing website and ran marketing campaigns for tatts.com and lotteries. That system is built in C# on Sitecore CMS.

Tatts Group - Brisbane, Australia
Project Manager (Jun 2012 - Nov 2012)
Project Management position. Coordinating with different SBU's to gather specifications for Tatts.com. Specifications include website fixes, alterations, additions as well as assisting in the design and implementation of new bet types. Managed a team of developers in implementing required specifications for the front-end website as well as working with different development teams within the organisation to provide required data feeds for marketing campaigns.

Tatts Group - Brisbane, Australia
Senior Mobile Developer (May 2011 - Jun 2012)
Adobe Air Mobile / AS3 Development. This position involves creating a mobile application solution that hooks into Tatts Groups online sports, racing and lotto services (tatts.com). The application is designed to work on iOS, Android and Blackberry devices. The app communicated with a .NET backend utilising JSON calls for data transfer.

Intrepica / Literacy Planet - Gold Coast, Australia
Senior Software Architect (Oct 2008 - May 2011)
I architected a very large scale Flash / AS3 application. The application is an online literacy resource that uses gaming techniques to teach literacy and is currently being rolled out into schools around Australia. The application was built around a multicore PureMVC solution (currently at 13 cores). I designed all the core client-side architecture while managing and mentoring 2 other programmers into the implementation and coding of the system. The application utilises over 100,000 sound files and images. Strict memory handling was required and the Flash Builder Profiler Tool was extensively used. Online multiplayer gaming was also required. I implemented a SmartFox server-side solution to achieve multiplayer gaming. The application consistently communicates with a Ruby on Rails backend through restful and post requests. Xml is extensively used for server side communication. A large teacher administration application also accompanies the student application. I also have knowledge of box2d physics engine, used within some of the applications games. You can view the application by signing up to a free trial at http://www.literacyplanet.com

Mercury Mobility - Brisbane, Australia
Software Developer (Feb 2007 - Mar 2008)
Research and Development role. Position required research into mobile phone technologies. Demonstration J2ME applications utilising video and sound technologies were built. I also was involved in flex application development and a video streaming / messaging application. The flex application was built around a PureMVC framework.

Flight Centre - Brisbane, Australia
Software Developer (May 2006 - Feb 2007)
Development and Support role. I supported and improved many systems used throughout Flight Centre. One system was built in C# and utilises a PDA and a web service for shop audit purposes. I also supported a JSP based reporting engine and a large scale VB6 application.

Intervest Global - Gold Coast, Australia
Software Developer (Jul 2004 - Dec 2005)
Conversion of Intervest Global's current VB6 Application to VB.Net. Extensively changed internal application storage method from plain text files to XML based for future data portability. Added proper threading model to application. I also improved the methods used for report generating and verifying of current users in the existing VB6 application.

Zenith Hospitality - Brisbane, Australia
Software Developer (Mar 2003 - Jul 2003)
Gate Keeper Application was developed to enable staff to barcode scan into work at Suncorp Stadium. The application imports a staff roster from an excel document and enables hospitality staff to scan into the application via a barcode scanner. It then provides up to date information on which staff have arrived, who is late and who is yet due to arrive. Reports can also be generated after every shift detailing staff attendance. Employees can manually be entered into the system to cater for extra staff required. An unlimited amount of shifts can be stored within the program for future reference if required.
Candidate Registration Application enabled job applicants to register details with Zenith. The program seamlessly integrated with fast-track. Was developed to overcome certain flaws within fast-track and provided much less manual checking of registrations. The application supported a configurable key-word system to enable easy and quick keyword updates for prospective employees to choose.

Government Contractor - Brisbane, Australia
Software Developer (Dec 2001 - May 2002)
Applied object orientated programming techniques in conjunction with VB6 to develop and deploy a full-scale travel allowance calculator on a centralised MS SQL database. The reason for the development of this application was to centralise an existing Access travel allowance calculator. Previously it required 46 people to administer the system, now it only requires one. We believe the application has saved the department approximately 2000 staff hours a year, which is a considerable saving. On top of that it is easier for the department to query travel costs Australia wide.