



# SAMI VÄISÄNEN

## SOFTWARE DEVELOPER

Experience in software since 2000



techstars

CV v7.0 25/10/2022

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### HIGHLIGHT

- 20 years of professional sw development experience
- Application, embedded, system, multimedia developer
- Excellent skills in software development
- Experience in team leadership and project management
- Experience in direct customer interaction
- Can do attitude and quick learner
- Strong communication skills
- TechStars 2020 alumni

### TOP TECH SKILLS

- **Expert knowledge**
  - Application development
  - Embedded, system and middle-ware development
  - Native development
  - User space drivers
  - Windows, Linux, Android
  - Computer graphics
  - VR and multimedia
  - OpenGL/OpenGL ES
  - C/C++, Qt5
- **Working knowledge**
  - C#, .NET, Java, SQL
  - Node.JS, HTML5, CSS, PHP
  - JavaScript, Python, Bash
  - Arduino, QNX
- **Other Skills**
  - Unreal Engine 4
  - POSIX, GStreamer, Gtk, Qt4/5, X11
  - Win32, ATL, MFC, COM
  - CMake, MSVS, Clion, GCC, Clang, Valgrind
  - IP, TCP, UDP, SSL, STUN, TURN, NNTP, SIP, WebRTC
  - PostgreSQL, MySQL, Oracle
  - Git, SVN, Perforce
  - Emscripten, WASM
  - And more...

### EXPERIENCE

#### Freelancer

Sep,2021 – ongoing

#### Self employed

Munich, Remote

- **Rivian:** Infotainment, camera+graphics system integration and computer graphics based visualization. 8 months
  - C, C++11, QNX, Linux, OpenGL ES3, Android, Unreal Engine 4

#### Sr. Software Engineer

Jan,2016 – Aug,2020

#### NVIDIA

Munich, Germany

- Built and integrated all required features into NVIDIA Holodeck VR application for enabling Web content inside the VR experience.
- Researched and built VR proof of concept technology demo using Autodesk Stingray demonstrating the mix and use of web technologies inside VR environment.
- Collaboration with Google to triage, implement and enhance Chromium graphics experience on NVIDIA graphics hardware.
- C++, OpenGL, D3D11, VR, UE4 and web tech, libANGLE, libSkia, Win10

#### Founder, CTO

May,2018 – Jun,2020

#### V2X Network

Munich, Germany

- Founding member of V2X Network. A TechStars Smart Mobility 2020 company.
- Successfully lead and executed a POC with Volvo Trucks exploring the use of Blockchain (Ethereum) smart contracts in smart vehicle services.
- Lead the development and overall architecture of the V2X tech stack.
- System architecture, Arduino, C++, Node.JS, Angular, Ethereum, PostgreSQL

#### Software Specialist/Consultant

2011 – 2015

#### Symbio

New Taipei City, Taiwan

- Created custom components for a digital signage application on Android including native services, custom boot animation etc.
- Designed and implemented OpenCL 1.2 user space driver.
- Designed and implemented OpenGL ES 1.0 user space driver.
- Designed and implemented OpenGL ES 1.0 and ES 2.0 Android tracer driver for capturing rendering traces. Built a multi-platform playback application for the traces.
- Various projects on Android and Linux including DRM, Freescale iMX53, V4L and Android camera HAL and surface flinger.
- Android, Java, C, C++, Linux, Win32, OpenGL ES1/2

#### Founder, Owner

2005 – ongoing

#### Ensisoft

- Founder and owner of Ensisoft. Ensisoft develops software with an eye on quality and testing.
- Currently ongoing development of 2D game engine and educational games.
- Previously Ensisoft created a high performance Usenet application used by over 60k users.
- Co-creator of Newznab API specification. Used by millions of Usenet users daily.
- C++17, Qt5, Open GL ES2/3, Linux, Windows, WASM

<https://github.com/ensisoft>

[www.ensisoft.com](http://www.ensisoft.com)



UNREAL  
ENGINE



## **WORK EXPERIENCE CONT.**

### **Sr. Software Engineer / Consultant**

2009 – 2010

#### **Teleca Ltd.**

Oulu, Finland

- Lead a team of 5 developers based in China working on enhancing and maintaining system libraries on Nokia S40 embedded platform.
- Lead a team of 3 developers in creating a new Contacts management application for N900 with social networks integration (Facebook, LinkedIn)
- C, C++, Maemo, N900, S40

### **Sr. Software Engineer**

2006 – 2008

#### **Icecom Ltd / Ardites Ltd. (Acquisition)**

Oulu, Finland

- Designed and implemented a video decoder Gstreamer plugin for a Hantro video chip.
- Designed and implemented OpenMAX IL 1.1 video decoder component for a Hantro video chip.
- Designed and implemented a VOIP phone application based on an in-house VOIP engine.
- C++, C#, SIP, Linux, Gstreamer

### **Sr. Software Engineer**

2004 – 2005

#### **Ardites Ltd.**

Oulu, Finland

- Researched, implemented and performed SIP protocol testing to ensure implementation standards compliance.
- Designed and implemented a POC RFC 5766 TURN server
- C, C++, TTNC, Linux

### **Software Engineer**

2001 – 2004

#### **Atex Media Command**

Oulu, Finland

- Lead the development for the new content management subsystem in the next revision of the publishing platform.
- Lead developer for a XML based classified ad composition tool.
- Maintenance developer on various content management apps.