

# Goals & Dreams

I am interested in solving human problems by considering new viewpoints and new technologies. I am a constant learner and my main interests are related to the challenges in human-computer -interaction and designing better, human-considering systems.

Now and in the future, I want to work on challenging and rewarding design tasks, and to develop products which bring meaningful human experiences.

## Education

### Ph.D. Student Fall 2020 –

CENTER FOR UBIQUITOUS COMPUTING, UNIVERSITY OF OULU

On digitizing spatial experiences in the Crowd Computing research unit.

### Bachelor of Science, Architecture Fall 2020 –

UNIVERSITY OF OULU, FINLAND

Oulu School of Architecture

### Master of Science, Electrical Engineering 2018 – 2020

UNIVERSITY OF OULU, FINLAND

Information Technology and Electrical Engineering, 77/120 ECTS

Major in Electronic Design and minor studies in Human-Computer -Interaction (10 ECTS) and Philosophy (15 ECTS).

Graduating in 5/2020

**Master's Thesis:** *Developing a Method for Gathering and Visualizing Data from the Emotional Experience of Multi-Space Users*

Rakennustietosäätiö RTS Scholarship 2019 for Master's Thesis

### Specialization in Graphic Design May – July 2018

CALIFORNIA INSTITUTE OF THE ARTS / COURSERA ONLINE COURSE

A 5-course specialization covering the fundamentals of graphic design including design process, history, typography, imagemaking and brand development.

### Bachelor of Science, Electrical Engineering 2012 – 2018

UNIVERSITY OF OULU, FINLAND

Information Technology and Electrical Engineering, 180.5/180 ECTS

Bachelor's thesis: *FPGA Implementation of Neural Networks*

### Matriculation Examination 2011

CYGNAEUS HIGH SCHOOL, JYVÄSKYLÄ, FINLAND

## Work Experience

### Research Assistant March – June 2020

CENTER FOR UBIQUITOUS COMPUTING, UNIVERSITY OF OULU

Multidisciplinary research project which aimed to help children learn digital fabrication methods more easily. This was achieved through a literature review and designing a mobile application for the children and their teachers to use.

- Writing scientific publications

## Ville Paananen

*PhD student in IT and BSc student in Architecture with a passion for human-centered design, skills in visual communication and eagerness to learn new.*

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## Language Skills

Finnish	Native speaker
English	Fluent
Swedish	Basic proficiency

## IT Skills

Adobe Suite	Photoshop Illustrator Indesign XD (Good skills)
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Ms Office	Word Excel Powerpoint (Good skills)
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Programming	C Python Javascript HTML & CSS Node.js React SystemVerilog R Matlab (Basic Skills)
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Design software	AutoCAD (Basic Skills)
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## Technical Skills

Good experience with design process and using iterative approach and prototyping to solve problems efficiently.

Experience in various EDA tools, digital logic design flow and using different analog and digital measurement equipment (oscilloscope, multimeter, logic analyzer).

Electronics: over 6 years of experience designing, building, testing and troubleshooting various electronics projects (20+ guitar effect pedals, Arduino sauna LED lighting system).

## Personal Skills

Good time management skills.  
Analytical problem-solving mindset.  
Not hesitant to ask for help.  
Experienced team worker.  
Good skills in visual communication.

## Recommendations

On request

## Portfolio

On request

### Freelance Graphic Designer

2019 – 2020

STUDENT UNION OF THE UNIVERSITY OF OULU

- Designed the visual brand for events "Soihtukulkue" and "Annos 60"

### Illustrator

2019 – 2020

OULU STUDENT MAGAZINE

- Illustrating text articles for web and print media

### Secretary and Graphic Designer

2019

OULUN KORKEAKOULUJEN TAIDEPIIRI TAPIIRI RY

- Writing and storing meeting records
- Designing visual material for event posters, flyers, marketing

### Research Assistant

March – April 2019

UNIVERSITY OF OULU, FACULTY OF INFORMATION TECHNOLOGY AND ELECTRICAL ENGINEERING, ITEE

Multidisciplinary research project which aimed to help children learn digital fabrication methods more easily. This was achieved through a literature review and designing a mobile application for the children and their teachers to use.

- Gathering articles for literature review
- Conducting a literature review
- Sketching user stories
- Developing an UX for the mobile application

### AI Course Assistant

Spring 2018

UNIVERSITY OF OULU, FACULTY OF INFORMATION TECHNOLOGY AND ELECTRICAL ENGINEERING, ITEE

- Translating and checking tests

### Founder and President of Board

2018

OULUN KORKEAKOULUJEN TAIDEPIIRI TAPIIRI RY

Founder of an art-related interest society for the students of the Universities of Oulu in the fall of 2017. The year 2018 was the society's first year as a registered society.

- Delegating and scheduling work evenly and timely for the members of the board
- Organized several events and projects, such as leading a decoration team for a student event with 2000+ visitors
- Developed complete brand for the society including color palette, typography, logotype, wordmarks, brand usage and brand application

### Smart Parking –Project

Fall 2017

HARTELA OY / DEMOLA OULU

Project for Hartela Oy to design a parking experience for an upcoming apartment complex. The goal was to optimize the parking lot area to minimize the amount of unused space. The project was licensed by Hartela Oy.

- User interviews and research about their habits in parking, mobility and life
- Researched literature on parking systems
- Prototyped designs and developed solutions using iterative methods
- Delivered a holistic parking experience concept, which optimized the parking lot usage, allowed for new services to be created around it, and allowed a flexible and straightforward usage for the residents