

CURRICULUM VITAE · 1997 →

JOUNI MIIKKI

I BUILD WHAT OTHERS PUT ON SLIDES.

Principal Solution Architect · AI Systems · Founder & CTO · Espoo, Finland

28+
years shipped to production

2
company exits

6
AI products in 18 months, solo

I started coding at ten and made my first software money in the BBS era. Since then I've built a 3D engine that shipped to television in six months, run the platform behind Nokia's software market, led as CTO at the executive table, exited two companies, and shipped six AI products in eighteen months. Solo. Most recently I built a government IAM reference architecture and a multi-agent system that spawns new AI agents on the fly. **I have never met a technology wave I couldn't ride all the way to production.** This CV is the story of how. Read it to the end, it's worth it.

AI GENERATED



1988–1997

FINLAND'S SECOND-FASTEST TYPIST. BY ACCIDENT.



It started at ten, at a keyboard. As a teenager I ran my own **BBS** and published my own **PD-CD**: public domain software that auto-installed on DOS and Win95. My first software money arrived before my driver's licence did.

In 1992 I typed my way to **silver in the national typewriting championship**. I never practised typing. I just coded that much.

In 1997 I qualified as a property electrician. That is my only formal degree. **Everything else I learned by building real systems for real people.**

RECEIPTS

- » BBS operator & PD-CD publisher, ages 14–18
- » 2nd place, Finnish national typewriting championship 1992
- » Demoscene background
- » Property electrician 1997 · the only degree

Then someone handed a nineteen-year-old gas deliveries all over Finland. ∨

AI GENERATED



1997–2000

NINETEEN YEARS OLD. GAS DELIVERIES ACROSS FINLAND. NO INTERNET.

Adat Engineering / Tehokaasu · Software Engineer & Project Lead

There was no internet, so client–server traffic ran over **modems**. We replaced the tank sensors with digital ones, I drew a map view showing the whole fleet at a glance, and I built a **prediction model** that told when and how much to refill each tank. The predictions sharpened as data accumulated. Today you'd call it machine learning.

Drivers printed receipts on **PSION handhelds** and the reports wrote themselves. End result: **one person, working from home, operated the company's oil and gas distribution across Finland.**

"I will forever be grateful that someone trusted a nineteen-year-old to deliver a product of this magnitude."

RECEIPTS

- » Delphi · MS SQL Server · RS232 · modems · PSION
- » Real-time sensors + map-based fleet view
- » Predictive analytics before the word "AI"
- » 1 operator · distribution across Finland

Three years later the hunger grew. I wanted to make games. ∨

AI GENERATED



2000–2004

MARVEL CALLED. THEN THE GPU CAUGHT FIRE.

Riot Entertainment → Stinghorn → Wireless Services Europe

At **Riot Entertainment** we built the Global Gaming Network: a multiplayer platform for mobile games in an era when phones were only promising colour screens. On the table: **Marvel and Lord of the Rings** licences. I translated designers' dreams into working Java, Oracle and X.25 links. When the money ran out I was **the last developer in the building.** The lawyers hired me to document the system for the IP sale. I closed the doors. They made a film about it (*Riot On*, 2004). **I'm on IMDb.**

By day I led the UI team at **Stinghorn**. Our OpenBSD-based Instant Firewall shipped in 2003. **By night and on weekends** I built a **3D game engine from scratch to live television in six months** for Wireless Services Europe. Windows + Linux, Maya integration, playable via SMS. With Nvidia's OpenGL extensions it pushed nearly **a billion polygons per second**, until a GPU caught fire in the stress test. We bought better cooling and shipped in Italy, Russia and on Asian TV channels.

RECEIPTS

» Riot 2000-02: Java · Oracle · MySQL · X.25 · Marvel & LOTR · IMDb credit
» Stinghorn 2002-04: OpenBSD Instant Firewall + License Server
» WSE 2003: own 3D engine · 6 months · ~10⁵ polygons/s · 60 fps on TV



2004–2007

A WHOLE GAME IN 65 KILOBYTES. THEN THE FIRST EXIT.

WapOneline · Lead Developer / Architect

First assignment: **Street Racer**, a J2ME racing game that had to run on dozens of phone models. I built a build pipeline that optimised the package per model, a track editor for custom tracks, and finally multiplayer. **The whole game fit in 65 kilobytes.** Six months, done.

Then I led the **Mobilenator** content platform: ringtones, logos and games, reseller APIs, billing, localisation across four continents. **The same platform ran Nokia Software Market 2005–2008.** In the end the platform was **sold to a Norwegian buyer. My first exit.**

RECEIPTS

» Street Racer: J2ME · 65 KB · multiplayer · per-model build pipeline
» Mobilenator: API · billing · i18n · Nordics/UK/US/LatAm
» softwaremarket.nokia.com · core system 2005–08
» 🏆 EXIT #1: platform sold to Norway

I learned that tech alone isn't enough. You need to know show business too. ∨

AI GENERATED



2007–2013

ZERO FAILED SHOWS. IN A BUSINESS WHERE ONE FAILURE ENDS YOU.

Ramblas Digital · Yunako (founder) · Kuubi · Nokia/Nomovok · Rightware

At **Ramblas Digital** I learned how unforgiving live events are: fail once and there is no next booking. We never failed: **zero botched deliveries**, from Telkomsel's 3G campaign in Indonesia to NSN demo centers.

I had founded **Yunako** in 2008 to build a Finnish Dropbox before Dropbox, until F-Secure shipped a free clone and killed the market. We pivoted: AR apps, touch screens, campaigns for dozens of clients. The Mint of Finland's campaign gathered **200,000 subscribers**. At an NSN event people played 3D football on iPads with live results pushed to social media. Later: an AR virtual bathroom for K-Rauta stores.

At **Kuubi** I delivered Nokia World 2011 in London and **Finland's first commercial interactive Kinect 3D advertisement** at Kamppi. In between I built first-generation Qt/QML components for the **Nokia N9** and worked on Rightware's Kanzi editor.

RECEIPTS

» Ramblas 2007–09: Chief Architect · 0 failed live shows
» Yunako 2008/09–14: founder · AR · Fortum, Lähivakuutus, Mint of Finland (200k)…
» Kuubi 2011–12: Nokia World · Finland's 1st commercial Kinect 3D ad (2012)
» Nokia N9 Qt/QML 2010–11 · Rightware Kanzi 2011

Then the phone rang: "We need a CTO."



2013–2017

I LEARNED TO WEAR THE SUIT. I KEPT MY HANDS IN THE CODE.

Nordic TeleCom (CTO + executive team) · Nord Pool · David Health · Millisecond

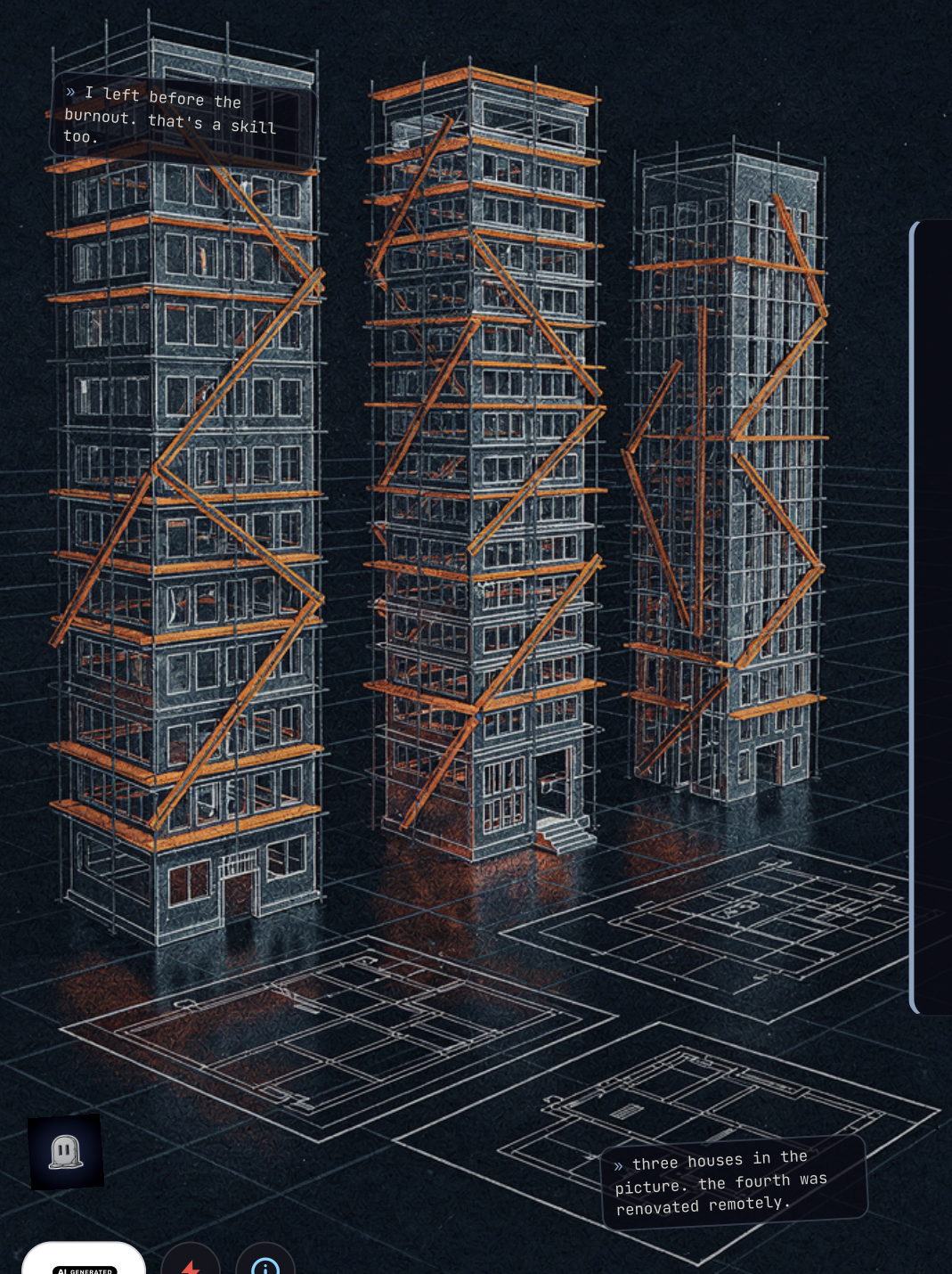
At **Nordic TeleCom** I went from architect to CTO and joined the **executive team**. I built the call-management platform full stack while learning budgets, HR and executive work. I found my place: **the bridge between business and code that lets go of neither.**

At **Nord Pool** I led the Data Services team of Europe's power exchange, flying weekly to Oslo. At **David Health** I integrated a rehabilitation system into a Danish hospital over **HL7**, learning Ruby on the side. At **Millisecond** I took IoT down into mines.

RECEIPTS

» CTO + executive team member 2013–16 · MongoDB · PostgreSQL · C# · Node · AngularJS
» Nord Pool 2016–17: Data Services · C#, Go, Java, R, Swift · Power BI
» HL7 hospital integration (DK) · E2E testing in Ruby/RSpec
» Mining-industry IoT: Python · MQTT · Azure

AI GENERATED



2017–2020

FOUR HOUSES, FOUR RENOVATIONS.

Vitec/Tietomitta · Softability · Midaxo · Prog-IT · Nordic TeleCom II

At **Vitec** I ran a distributed team of eight, led GDPR compliance and a **national blockchain research project with VTT**. At **Softability** I fixed the AR/VR studio's most important product and cracked WebRTC, then left during the trial period when I saw the overtime culture heading for a wall. **That, too, is an architecture decision.**

At **Midaxo** I was the VP of Engineering's right hand, modernising an M&A SaaS and its culture. At **Prog-IT** and **Nordic TeleCom** I ran development strategies and Azure migrations, until COVID closed one, and the other left me a consulting agreement that is still in force.

RECEIPTS

» Vitec 2017–18: team of 8 · GDPR · VTT blockchain · risk reports
» Midaxo 2018–19: .NET Core · React · ELK · Jenkins · microservices · DDD
» Prog-IT & NTC 2019–20: 2 × Head of SW Dev · Azure migrations · CI/CD training
» ⏸ Side quest: Pause Games: a gaming platform on the HEAT Ledger blockchain. Funding ran out. That's part of the story too.

2020: someone needed an architect for data used by the military and the police. ⌄

AI GENERATED



2020–2022

WHEN THE MILITARY AND POLICE USE YOUR DATA, ARCHITECTURE CAN'T BE A GUESS.

Vastuu Group (Chief Architect) · Qt Company · Digitalax · Siili → Ministry of Finance

At **Vastuu Group** I did three years' worth of architecture and strategy **directly paired with the CEO and COO**: a SAFe transformation, Azure migrations, cloud governance. And Platform of Trust, whose data users included the military and the police. I built AI for the **Reliable Worker** program, accelerating skilled-worker placement on construction sites.

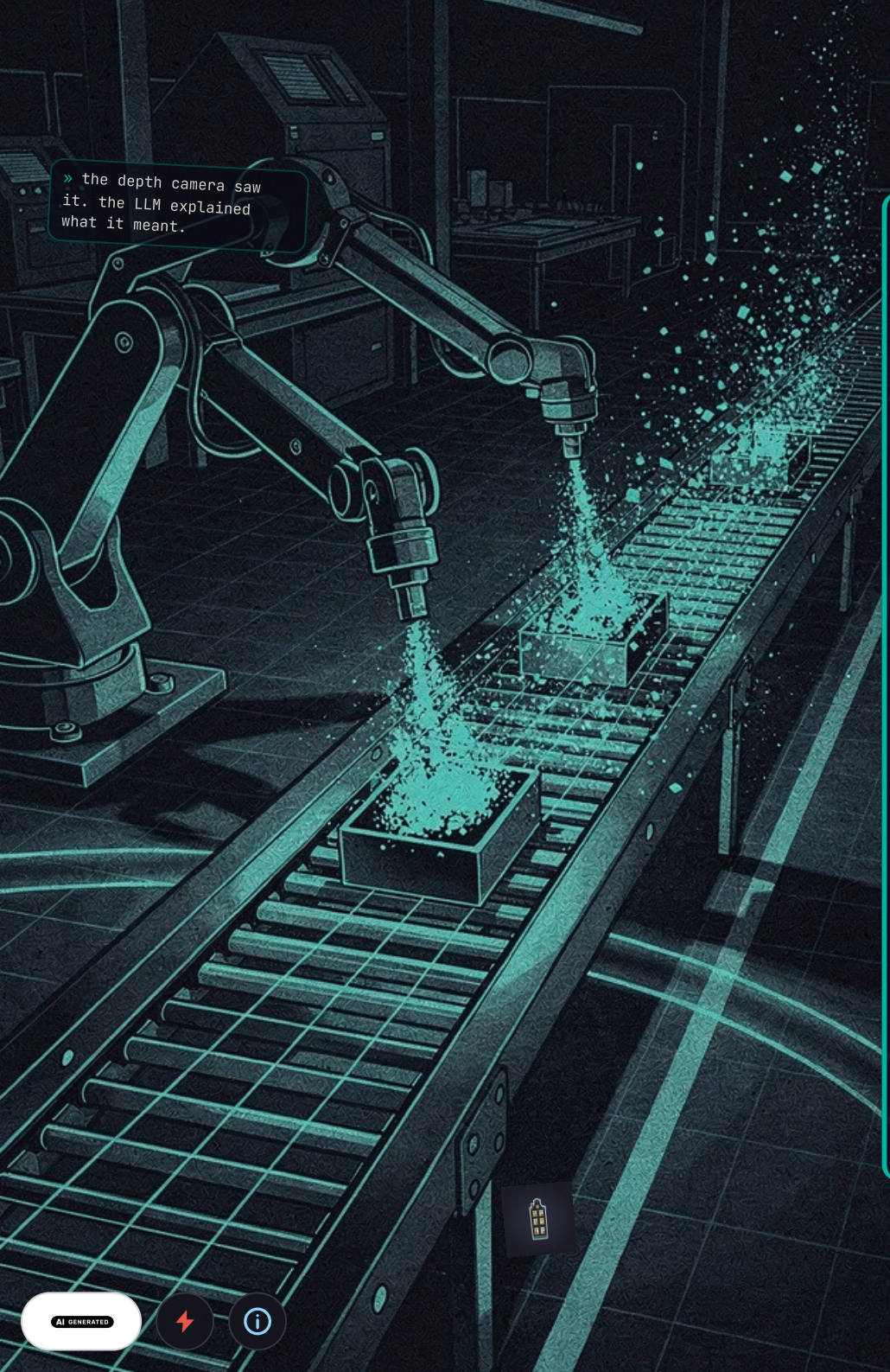
In between, **Qt Company** borrowed me for its ventures team to evaluate acquisitions: technology due diligence and design sprints. For **Digitalax** in Silicon Valley I wrote an NFT and Digital Fashion strategy. And through **Siili** I delivered a **BERT-based solution on AWS for the Ministry of Finance's AuroraAI program. Production-grade language-model work for government in 2022, before ChatGPT made the words fashionable.**

RECEIPTS

» Chief Architect 2020–22 · Azure · Kafka · RabbitMQ · WSO2 · IAM/One Identity
» SAFe transformation + cloud governance for the whole group
» Qt ventures: M&A due diligence · design sprints
» Ministry of Finance / AuroraAI: BERT @ AWS, 2022

Then Siemens asked if I knew factories. I said: I will. ˅

AI GENERATED



2022–2024

A FULL FACTORY ERP IN A YEAR. THEN I GAVE PRODUCTION DATA A VOICE.

Siemens (Software Solutions Lead) · Overscale Solutions founded 11/2022

At **Siemens** I led a team of five juniors (ages 21–27) and industrial digitalisation across Azure, Industrial Edge, MindSphere and Mendix. **We modernised an entire factory ERP in one year** and kept extending it with Mendix. In client deliveries we built a system where **a depth camera and real-time sensors feed the data and an LLM tells the producer what is happening in the field. In 2023**, while most people were still poking at chatbots. In another delivery we optimised production with depth imaging and machine learning: energy, ingredients, machine settings. The client names stay behind NDAs. The results don't.

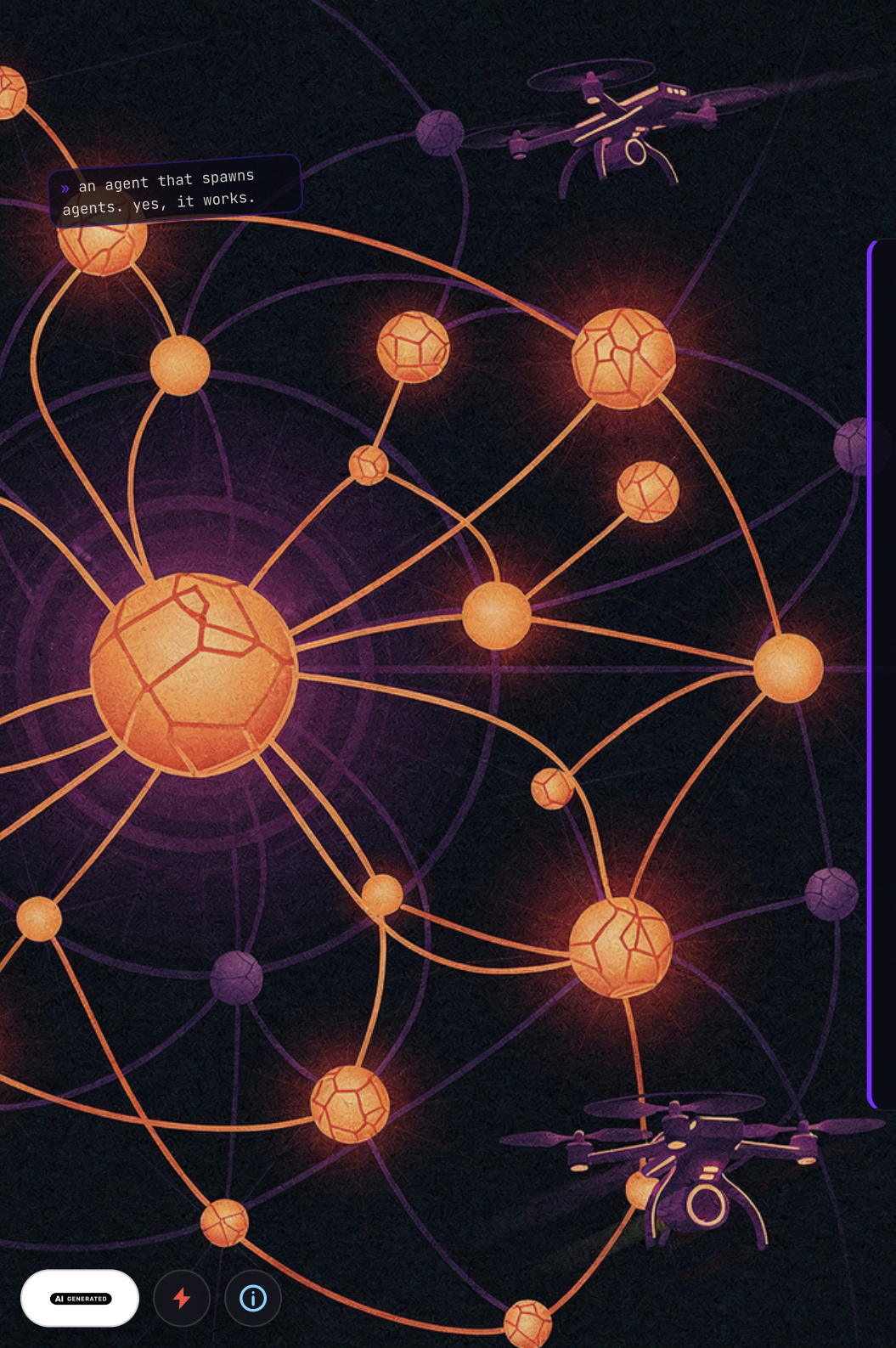
Alongside, I founded **Overscale Solutions** (11/2022) and through it delivered **Marimatic's** waste-management portal (first installation in **Amsterdam**) and a sales automation for **Aitoenergia** that cut quote time **from two weeks to instant**.

RECEIPTS

- » Software Solutions Lead · team of 5 · presales + strategy
- » Factory ERP modernised in 12 months · extended with Mendix
- » Depth camera + sensors + LLM analytics in production (2023)
- » Depth imaging + ML for production optimisation
- » Overscale founded 11/2022 · Marimatic → Amsterdam · quotes 2 weeks → instant

And when the AI wave finally hit, I was already standing on the beach. ∨

AI GENERATED



2024-NYT

OTHERS HAVE AI ON SLIDES. MINE IS IN PRODUCTION.

Tietoevry · Capgemini · Innokas Medical (8/2026 →)

At **Tietoevry** I built Copilot Studio agents for real sales use cases and benchmarked them against ChatGPT Agents. I built an Azure DevOps automation that generates test plans and test cases straight from work items. **Validated in production by a commercial client.** And I ran the Mendix partnership, presales and training on the side.

At **Capgemini** I was deployed to a government agency as Principal Solution Architect: I built a **public-sector IAM reference architecture from scratch** in ArchiMate and TOGAF, brought AI tools and practices to government teams, and independently built a **dynamic CrewAI system that creates and configures new agents on the fly** based on the task at hand.

Now I'm at **Innokas Medical** as Principal Software Solution Architect (since 8/2026): shaping **AI strategy**, putting AI tooling into production, building a sales workbench and connecting data points across the company. In a regulated medical environment, where "let's experiment" is not good enough.

RECEIPTS

- » Copilot Studio agents in production · benchmarked vs. ChatGPT Agents
- » Azure DevOps test generation · client-validated in production
- » Government IAM reference architecture · ArchiMate · TOGAF
- » Dynamic CrewAI multi-agent system · agents spawned on the fly
- » Innokas Medical 8/2026 →: AI strategy · tooling in production · sales workbench

AI GENERATED



2024–2026 · iltaisin ja viikonloppuisin

SIX AI PRODUCTS IN EIGHTEEN MONTHS. SOLO.

Overscale Solutions Oy · Founder & CTO

Alongside the consulting work I shipped six AI products through Overscale. The crown jewel is **AIMEAT, "the Linux of AI"**: an open, federated, self-hosted AI operating system. Identity, memory, agents, messages and apps on operating system principles, and everything belongs to whoever brought it. Spec v4.0, MIT-licensed, **EU AI Act transparency built in**, with its own **crewaimeat** agent runtime. The live node runs **over 180 apps and over 80 agents**; I use it myself every day, adoption is growing, and the Store is opening. Also: **Wellprepd** prepares your meetings. **HeroPlay** runs in real daycares, and **I own three percent of it**. **Speechos** benchmarks speech AI. One product navigates drones **with AI, no GPS needed**. And one is a game whose code is **98% AI-generated**, because I wanted to know where the limit is.

RECEIPTS

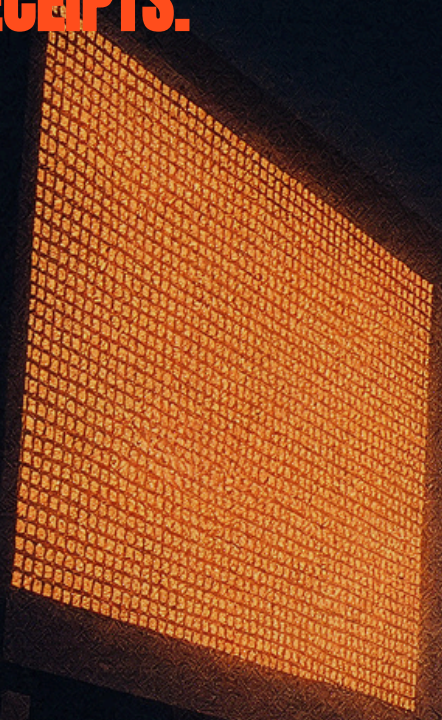
» Wellprepd · AIMEAT · HeroPlay (3%) · Speechos · AI drone nav (GPS-denied) · 98% AI game
» AIMEAT: protocol + runtime · github.com/miikkij/aimeat-protocol · crewaimeat
» October 2026, live on aimeat.io: GAUGE (17 cognitive tests) · LINGUA (8 languages) · AIMEAT Pages · Lifecycle Central (coordinating AI coding sessions)
» HeroPlay in live daycare pilots · hero-play.com
» Junction 2024 hackathon: 2nd place (Miro)

The scoreboard. See for yourself. ⌄

AI GENERATED

1997–2026

RECEIPTS.



EXITS & OWNERSHIP

» 🏆 Mobilenator → sold to Norway (2007)
» 🏆 Rehaboo → EvokAI (2023) · from founding to exit
» Overscale Solutions Oy · founder (2022→)
» HeroPlay · co-owner, 3%
» Executive team (CTO): Nordic TeleCom 2013–16
» Chairman of the board of my own companies (Yunako, Overscale)

STACK TODAY

» Python · Node/TypeScript · C# · Java · React
» CrewAI · Copilot Studio · LLM-orkestrointi · RAG
» Azure (2016→) · AWS · Scaleway/Linode
» Mendix · Keycloak · Kafka · Docker · Kubernetes
» TOGAF · ArchiMate · SAFe · DDD
» IAM: 16+ years (AD 2009 → gov reference architecture 2026)

CERTIFICATIONS

» Microsoft Azure Fundamentals · 2025
» Mendix Intermediate Developer · 2024
» Mendix Rapid Developer · 2022, renewed 2024
» Siemens Industrial Edge · 2022
» Certified SAFe 5 Agilist · 2021
» MS .NET (70-536) · 2010 · OpenGL & Game Math · 2003

AWARDS & CURIOSITIES

» Junction 2024 · 2nd place (Miro)
» Ultrahack Atmoshack 2018 · 3rd place
» End of the World demo compo 2015 · winner (Unity3D)
» Finnish typewriting championship 1992 · silver
» IMDb credit (Riot On, 2004)

SECURITY & TRUST

» Shipped a firewall product: Stinghorn Instant Firewall (2003)
» IAM 16+ yrs · Keycloak · WSO2 · One Identity · AD
» Led GDPR compliance (Vitec 2017–18)
» Government IAM reference architecture (2026)
» Web security practice · WCAG accessibility

LANGUAGES & COMMUNITIES

» Finnish · native · English · full professional
» Demoscene · Mendix Community · AIMEAT · Ultrahack · Koodiklinikka
» Ran a weekly Unity3D & IoT workshop 2015–17 (public library)

CONTACT

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SCAN: THE INTERACTIVE CV

jouni-miikki-cv.apps.aimeat.io

YOU READ TO THE END. THAT'S HOW A GOOD CV WORKS. AND THAT'S HOW I SHIP.

» an AIMEAT agent message is fastest. then phone. then email.

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