

# Vilma Kankaanpää



## Education

MSc, **Computer, Communications and Information Sciences**  
12/2021, Aalto University – Espoo, Finland  
**Major:** Human-Computer Interaction

BSc, **Information and Knowledge Management**  
3/2019, Tampere University – Tampere, Finland  
**Major:** Information and Knowledge Management (Tietojohdaminen)  
**Minor:** Software Development

## Languages

**Finnish** – Native

**English** – Fluent

**Swedish** – Used-to-be proficient, but I can catch up!

**Spanish** – I get by

## Experience

### Academic Research

**The University of Glasgow**, Scotland, UK – June 2022 - May 2023

**Aalto University**, Espoo, Finland – June 2020 - September 2021

- Three research projects. Exploring how to design animal-centered and how animals interact with computers out of their own interest
- Responsible for research planning, building prototype(s), analysing and visualising the data, and writing academic research papers
- Conducted interviews and questionnaires with zoo staff and zoo visitors as stakeholders of the technology created for zoo animals' well-being.
- Supporting and instructing my supervisor's students in data analysis and statistics with R and in building and coding prototypes with Raspberry Pi and Python.
- With my research I have contributed to research on e.g., prototyping and co-designing with non-verbal users, and facilitating choice and control for animals.

### Data Engineer / Software Developer

**Vertex Systems**, Tampere, Finland – May 2018 - Aug 2019

- Built the first user data flow of the company, from logging events in C++ to presenting the data in Power BI.
- Outlining potential applications for the data to improve the user experience.
- Programmed UI improvements with C++.

### Team Lead / Volunteer

**European Students of Industrial Engineering and Management** – Aug 2016 - Jul 2017

- Event management and project planning by organising events.
- Leading a small team, planning and running workshops in events.
- Designed and conducted a large online survey targeting to understand the inequalities and attitudes of the members of the organization towards varying topics that our committee (Social and Environmental Responsibility) was focused on.
- Lessons learned about team building, motivation, and leadership.

### Course Assistant

**Tampere University**, Tampere, Finland – Aug 2017 - Jan 2018

- Assisting with four different courses in preparing material for teaching, holding workshops and grading assignments

## Publications

**Conference Papers:** *Prototyping with Monkeys: Uncovering What Buttons for Monkeys Look Like*, *Do Monkeys Want Audio or Visual Stimuli?*

**Journal Article:** *Exploring How White-Faced Sakis Control Digital Visual Enrichment Systems*

**Master's Thesis:** *Interaction Design for the Unknown*

## Skills and tools

### Python programming

I'm the most familiar with – right now.

### React, NodeJS, GraphQL, JavaScript

I finished and loved an extensive full stack course with React (<https://fullstackopen.com/>). This was one of my favourite courses and I'm looking forward to get to jump into full stack programming.

### C++

I used to code C++ the most during my bachelor studies and in my first software job. I would get back to it very quick if needed.

### Data analysis with R

I love R for analysis and visualisation of user research data.

### User Research

I've practiced interviews, observations, user testing during studies. In academic research, it's been open interviews, questionnaires, and quantitative data logging.

### Academic Writing

I am a cohesive writer and enjoy figuring out how things could be said more effectively and easier for the reader.

### Figma

I've used Figma for a personal projects and have finished an extensive course for UX design project use.