



## Jonni Liljamo

**Phone** (SMS / Signal)  
redacted

**Email**  
[jonni@liljamo.com](mailto:jonni@liljamo.com)

**Languages**  
Finnish (Native)  
English

**Links**  
[liljamo.com](https://liljamo.com), personal  
[liljamo.dev](https://liljamo.dev), projects  
[src.quest/~skye](https://src.quest/~skye), some public  
sources

## Experience

n/a

## Education

- 2020 – 2023, Careeria, Vocational Qualification in Information and Communications Technology (Software Development)
  - Took part in Taitaja 2022 Game Production (208)

## Skills

<b>General</b>	Problem solving, quick learner
<b>Operating Systems</b>	Linux, most used, desktop and server OpenBSD/other BSD, some server usage, not much (yet) Windows, desktop only, back before 2018
<b>Languages</b>	Rust, Go Wren, C#, JS/TS, Lua C, C++
<b>Game Development</b>	Bevy, Godot, Unity
<b>Web Development</b>	HTML, CSS, JS/TS, Node.js, TailwindCSS Zola, Svelte, SvelteKit, Leptos
<b>Database</b>	Generic SQL, PostgreSQL
<b>System Administration / Server Stuff</b>	Proxmox VE, QEMU, LXC Docker, Portainer Nginx, Caddy, Traefik
<b>Tools</b>	Git, SSH LibreOffice, Office 365 Blender, Krita, Kdenlive

## Misc

- Hobbies**
- Software development, game development, everything programming related
  - 3D modelling
  - Hobbyist IOT stuff
  - System administration, with my own homelab
  - Motorcycling and motorcycle maintenance
  - Video/board/tabletop games