TOOMAS JASKA

Software Developer

CONTACT

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EDUCATION

Multimedium
Tartu Vocational College
20.5.2012 - 20.5.2015

SKILLS

5y	8/10	**TypeScript**
5y	8/10	**React**
16y	8/10	**HTML, CSS, JS**
2y	8/10	**NextJS**
2y	7/10	**Tailwind**
1y	7/10	**NestJS/express/fastify**
2y	5/10	**Flutter/Dart**
1y	5/10	**React Native**
5y	5/10	**C#/PHP/Unity3D/ Python**
10y	4/10	**SQL**
1y	4/10	**SvelteKit**

PROFILE

Software developer with roots in web development since 2004. After an early detour into soft sciences, I returned to software engineering through formal vocational training and hands-on work building interactive exhibits for a science centre, combining software with hardware and sensors.

My early career spans multiple languages and platforms (Python, C#, PHP, JavaScript), including e-commerce development with Magento and WordPress homepages.

Since 2020, focused on the Node.js ecosystem, primarily React with TypeScript, with solid experience in Docker and CI.

No-nonsense, ownership-driven mindset, with a strong focus on maintainable code.

WORK EXPERIENCE

26.1.2021 - …

Stagnation Lab

Fullstack developer

Fullstack developer and team lead.

- **ERP**

Fullstack/Team lead in a team of 3, developing ERP for a client. The ERP has moderate bias towards metalworking industry and CAD files reading.
Tech stack: Typescript, NextJS, Drizzle, TS-Rest, Tailwind, Zod, Postgres,

- **Internal and short-term projects**

Written a slack bot - automating lunch menus, employee info lookup and a navigate-able company knowledge base.

Tech stack: Slack API, PocketBase, Google API (Docs)
Made a few svelte sites
Tech stack: Typescript, Sveltekit, websockets, Prisma, Storybook, Tailwind, Zod

- **Yaga - online shopping platform**

Rewriting existing application into React Native.
Tech stack: React Native, Tanstack query, Nativewind, Storybook, Zod

- **MindSpa - sound therapy app**

Flutter app built in co-operation with client team. Fullstack development.
Tech stack (front): Flutter, Dart. Utilizing BLOC pattern
Tech stack (back): NestJS, Express, Typescript, RabbitMQ, Mongoose, MongoDB/DocumentDB

- **VerifyOnce - Identity verification service (KYC)**

Developed and maintained features for next major release. Endpoint and component development, migration from REST to GraphQL.
Tech stack: Typescript, React, Jest, GraphQL, Express, MySQL

20.5.2017 - 20.5.2021

Spinal Developments
Co-founder / Lead developer

Built interactive systems for science centres, museums, and exhibitions. Owned the full technical vertical slice - architecture, tech stack selection, programming, documentation, setup, and long-term maintenance.

- **Sensor-based interactive applications**

Kinect-based depth sensing and microcontroller-driven (Arduino-like) systems.

- **Robolahing Tournament System - Science Centre Ahhaa (2019)**

Designed and implemented a multi-screen tournament display system for a live robot combat

event, including an operator interface for match control, category switching, and real-time updates from referees.

Tech stack: Unity3d, C#, ElectronJS, express, websockets, webstack

- **Museum Multimedia Systems - Vabamu, Museum of Occupations and Freedom (2018)**

Developed touchscreen installations backed by a centrally managed CMS, featuring interactive maps, infographics, and questionnaires.

Tech stack: html/php/js, wordpress, AHK

- **Kinect-based Interactive Game - Astana Expo, Georgian Pavilion (2017)**

Created a multi-player interactive exhibit visualizing a power grid, where visitors controlled projected turbines via hand gestures to trigger a shared end-state animation.

Tech stack: python, pykinect2, numpy, pygame, opencv, html, javascript/jQuery, AHK

20.5.2015 - 20.5.2016

Ambientia Estonia OÜ

Fullstack developer

Developed e-commerce sites for Magento platform.
Tech stack: PHP, HTML, CSS, JavaScript, MySQL.

20.5.2013 - 20.5.2017

Science Centre AHHAA

IT Specialist / Technical advisor

I worked as a consultant and technical advisor on per-project basis. Some examples include helping set up augmented reality sandboxes and programming motion/hand-detection for integration into existing exhibits.