

Kasper Kivikataja

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Introduction

Trilingual (Finnish, English, Japanese) Software Engineer & Consultant with seven years of experience in IT and consulting. I have working experience in Finland, Japan, and Brazil. Today, I work as a full-time employee in a technical leadership position, leading small projects in the IT space. As personal projects, I have published an [ebook on Amazon](#) about moving to Japan for work and a [save system asset on the Unity Asset Store](#). I am currently working to release a commercial indie game.

Experience

August 2023 – Now

(Regular Employee) Team Leader | NDA | Tokyo, Japan

As part of a large global project involving hundreds of members from around the world, my team of 15 members (including both employees and vendors) is responsible for implementing a new Master Data Management (MDM) system. Our role includes setting up AWS environments and configuring the application itself, with support from our vendors. Additionally, we collaborate with other teams to gather requirements for hosting and integrating data into and out of our MDM software.

February 2017 – August 2023

(Regular Employee) DX Consultant | PwC Japan | Tokyo, Japan

As an in-house consultant, I served as the primary administrator of our MDM system. This role required a comprehensive understanding of our master data and integrations. Over time, I contributed to the implementation of four major systems: an HR system, a performance feedback system, a learning management system, and an Azure cloud environment. These core HR systems are now utilized by over 10,000 members in Japan.

I led the implementation efforts for both the Azure cloud environment and the performance feedback system and continued as the system administrator after their launch. Additionally, I participated in various system and business automation projects, focusing on streamlining workflows and enhancing efficiency.

February 2016 – September 2016

(Contract) Software Architect | Fortum | Helsinki, Finland

- Planning, programming, and testing based on given specifications (Java, SQL, XML)
- Deployment of new versions and fixes
- Client and database server management and maintenance (DB2, WebSphere)

March 2015 – June 2015

(Internship) Software Developer | Solyos Tecnologia | Curitiba, Brazil

- A solo development project for a Brazilian company where the aim was to self-learn Android and create a program to track Estimote beacons.

Education

- University of Helsinki, Helsinki Finland (Bachelor in Computer Science | 2011-2016)
- Helsinki Business College, Helsinki Finland (Datanome, IT | 2005-2008)

Skills

JavaScript, C#, Unity, Google Apps Script, Java, VBA, VBS, SQL, Windows, Workday, ServiceNow, Google Workspace, Slack, Jira, Trello, Blender

Certifications

Japanese-Language Proficiency Test 1 (2017)

Japanese-Language Proficiency Test 2 (2013)

Independent Work & Projects

Project: “PlainSave”. A save system asset for Unity games. This asset allows other Unity developers to save data to a persistent file using just a few lines of code. Written in C# using standard file libraries. Released in November 2024 on [Unity Asset Store](#).



Save system based on open save file data
For small-mid sized games

Project: “Bridges to Employment in Japan: Concrete Steps for Landing a Job in Japan”. A motivational (e)book on how to move to Japan for work. Released in February 2024 on [Amazon](#).

