Valerii
Kan

DATE OF BIRTH:
2 Aug 1994

CONTACT

Nationality: Russian

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ABOUT ME

I am a driven software engineer with 3+ years of experience in application development. My daily responsibilities imply full-stack development from concept design to product deployment. Being an open-minded fast learner, I easily adapt to new environments and technologies.

WORK EXPERIENCE

JUN 2021 – CURRENT – Helsinki, Finland

Team Lead / Software Engineer

Dream Broker

Full-stack development of enterprise video communication platform. Leading a team of engineers, defining product roadmap and orchestrating its development.

MAR 2020 – MAY 2021 – Helsinki, Finland

Software Engineer

Dream Broker

Full-stack development of enterprise video communication platform using the following: backend (Java, Spring), frontend (TypeScript, React, Next.js), Android (Java).

JUL 2018 – MAR 2020 – Oulu, Finland

Doctoral Researcher

University of Oulu

Conducted a research study focused on development of novel means for Parkinson's disease observation. By leveraging the accessibility of smartphones and wearable devices, I have designed a set of tools that will allow to follow patients' state of health continuously, unobtrusively and available to use in distant manner.

FEB 2018 – JUN 2018 – Oulu, Finland

Research Assistant

University of Oulu

Development of the gamified smartphone-based tool for assessment of Parkinson's disease patients' motor dysfunctionalities and medication adherence.

MAY 2014 – AUG 2015 – Murmansk, Russia

IT Consultant

Pervomaysky Consumer Cooperative

Part-time employment during Bachelors studies of Information Technology. Have been responsible for the technical maintenance of the company. In addition, was partially responsible for digital sales management.

EDUCATION AND TRAINING

JUL 2018 – MAR 2020 – Oulu, Finland

PhD Candidate

University of Oulu

Conducted a research study focused on development of novel means for Parkinson's disease observation. By leveraging the accessibility of smartphones and wearable devices, I have designed a set of tools that

will allow to follow patients' state of health continuously, unobtrusively and available to use in distant manner.

AUG 2016 – JUN 2018 – Oulu, Finland

Master of Information Processing Science

University of Oulu

- Software Development in Global Environment
- Software Quality and Testing
- Software Engineering Management, Measurement and Improvement
- Software Factory Project
- Embedded Software Development Environments
- Mobile and Social Computing
- System Design Methods for Information Systems
- Information Security Policy and Management in Organisations

SEP 2012 – MAY 2016 – Rovaniemi, Finland

Bachelor of Engineering

Lapland University of Applied Sciences

- Object-oriented programming and Java
- Basics of Mobile Programming
- Advanced Mobile Programming
- Software Engineering and Testing
- Usability and UI Design
- C Programming
- Data Structures and C++
- Telecommunication Systems
- Server Environments
- Web Application Development and Databases

JOB-RELATED SKILLS

- Java / Kotlin
- Spring
- MySQL
- TypeScript / JavaScript / React / Next.js
- HTML / CSS
- Bootstrap / Material UI
- Android
- Test Driven Development
- Git
- Agile

ORGANISATIONAL SKILLS

Soft skills

Problem solving, attention to details, teamwork and leadership, flexibility, determination, curiosity and thirst for knowledge.

Teaching and pedagogical experience

Teaching Assistant at University of Oulu at courses:

- Mobile Computing (2019 – 2020)
- Social Computing (2020)
- Applied Computing Project (2018 – 2020)
- Human-Computer Interaction (2020)

LANGUAGE SKILLS

MOTHER TONGUE(S): Russian

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C1	C1	C1	C1	C1

Finnish

Listening	Reading	Spoken production	Spoken interaction	Writing
A2	A2	A1	A1	A1

HONOURS AND AWARDS

28 JUN 2019

Distinguished Project Award – 10th International UBI Summer School

The winner project for “Ubiquitous Computing: Enabling Technologically Advanced Living” workshop at 10th International UBI Summer School (Oulu, Finland). The project named “Make Us Move” is aimed to decrease user’s addiction to social networks by gamified balancing between real-life interactions and networks time usage.

26 NOV 2017

Challenge Winner: Future of Mobility in Cities – Junction 2017

Junction is Europe's leading hackathon and a converging point for developers and designers. Held on November 24-26th in Helsinki, Finland.

PUBLICATIONS

Let's Draw: Detecting and Measuring Parkinson's Disease on Smartphones

https://doi.org/10.1145/3313831.3376864
Elina Kuosmanen, Valerii Kan, Aku Visuri, Simo Hosio, and Denzil Ferreira. 2020. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1-11).

Smartphone-Based Monitoring of Parkinson Disease: Quasi-Experimental Study to Quantify Hand Tremor Severity and Medication Effectiveness

https://doi.org/10.2196/21543
Elina Kuosmanen, Florian Wolling, Julio Vega, Valerii Kan, Yuuki Nishiyama, Simon Harper, Kristof Van Laerhoven, Simo Hosio, and Denzil Ferreira. 2020. *JMIR mHealth and uHealth*, 8(11), e21543.

Challenges of Parkinson's Disease: User Experiences with STOP

https://doi.org/10.1145/3338286.3340133
Elina Kuosmanen, Valerii Kan, Julio Vega, Aku Visuri, Yuuki Nishiyama, Anind K. Dey, Simon Harper, and Denzil Ferreira. 2019. In *Proceedings of the 21th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '19)*. ACM.

Measuring Parkinson's disease motor symptoms with smartphone-based drawing tasks

https://doi.org/10.1145/3341162.3344833
Elina Kuosmanen, Valerii Kan, Aku Visuri, Assam Boudjelthia, Lokmane Krizou, and Denzil Ferreira. 2019. In *Proceedings of the 2019 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2019 ACM International Symposium on Wearable Computers (UbiComp '19)*. ACM. 1182–1185.

Mobile-based Monitoring of Parkinson's Disease

https://doi.org/10.1145/3282894.3289737
Elina Kuosmanen, Valerii Kan, Aku Visuri, Julio Vega, Yuuki Nishiyama, Anind K. Dey, Simon Harper, and Denzil Ferreira. 2018. In *Proceedings of the 17th International Conference on Mobile and Ubiquitous Multimedia (MUM 2018)*. ACM, 441–448.

STOP: A Smartphone-based Game for Parkinson's Disease Medication Adherence

https://doi.org/10.1145/3267305.3267598
Valerii Kan, Dorina Rajanen, Kennedy Opoku Asare, and Denzil Ferreira. 2018. In *Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18)*. ACM, 373–376.