KEVIN LEMPA

SOFTWARE ENGINEER

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PROFILE

Passionate about programming, software design, security and game development. I am eager to face new challenges in these domains.
I greatly enjoy the following topics:
- Network programming and highly efficient architectures (event driven, low latency, multi-threading).
- 3D rendering and computer graphics.

SKILLS

- C++, C#, Java, Python
- React, JavaScript, Html5, CSS3
- Git
- Problem-Solving
- Project Management Tools
- Strong Communication

EXPERIENCE

GAME PROGRAMMER

Flat Tail Studios

January 2022 to October 2022

- Developed and implemented enemy AI
- Improved development efficiency by creating tools for object placement
- Collaborated with designers and artists to implement game features
- Designed and implemented enemy AI.
- Contributed to the design and planning of new game features
- Debugged and optimized game code to improve performance

SUPERVISOR

TectoriusAB

July 2016 to September 2020

- Regularly monitored team performance and provided constructive feedback
- Successfully resolved customer complaints and issues
- Trained and managed a team of 10 employees
- Created successful work schedules for each team member to maintain deadlines.

EDUCATION

HIGHER VOCATIONAL EDUCATION DIPLOMA: GAME PROGRAMMING

Forsberg Skola - Stockholm, Sweden

Year of Graduation: 2022

GYMNASIUM: COMPUTER AND COMMUNICATION TECHNOLOGY

IT-Gymnasiet - Sundbyberg, Sweden

Year of Graduation: 2016