



Lowe Raivio

Programmer



0730688898



lowe.raivio@gmail.com



Vilbergsgatan 87, 603 57 Norrköping

Details

Date of birth
1994-03-24

Nationality
Swedish

Phone
0730688898

Address
Vilbergsgatan 87
603 57, Norrköping
Sweden

Competence

Spoken Languages
Swedish, English

General-Purpose Languages
C/C++, C#

Scripting Languages
Javascript, Lua, PHP

Markup/Style Languages
HTML, CSS

Profile

Versatile programmer with expertise in C++ programming, web development, and a broad interest in software engineering. Flexible and capable of handling tasks in these areas, driven by the opportunity to either broaden or deepen my knowledge. For me, programming is not just a profession but also a passionate interest. In my free time, I enhance my skills through online courses and explore new areas, all with a clear focus on platform-independent development. In addition to self-study, I occasionally pull down and build exciting projects from GitHub/lab to explore new and innovative technologies. Extensive experience with Windows, but I use Linux on a daily basis.

Goals

Primarily interested in building a career and specializing in C++ development. Seeking a job where I can enhance my knowledge and skills in C++, stay updated on the latest language versions, and deepen my understanding of tools that facilitate C++ development. Alternatively, I am also interested in expanding my expertise by working with versatile technologies.

Development Methodology and Collaboration Skills

Experience with teamwork using Scrum as an agile methodology and Git for version control. My understanding of the importance of effective communication leads me to actively confirm and clarify to avoid misunderstandings. Being receptive to criticism/feedback and willing to compromise when ideas differ contributes to my effectiveness in group projects.

I am well-versed in remote collaboration, primarily using a Discord server for communication and Trello as a tool for Scrum.

Skills

Educated in web development and game programming, my expertise spans both the client and server sides of web projects, as well as gameplay logic and game engine functionality within game projects. Consider myself a full-stack developer with a broad knowledge base covering both high and low-level languages.

Education

Game Programming
(180hp, 3 years), BTH

- C, C++, Lua
- Algorithms and datastructures
- Performance Optimization
- Agile software development, Scrum
- GPU API Basics for 3D programming, OpenGL

Web Development Programme
(120hp, 2 years), LNU

- C#, Javascript, PHP, HTML
- Database Engineering (SQL)
- Git and github

Independent Learning

- CMake
- 3D Modelling in Blender
- Unity Game Engine