CAREER PROFILE

I'm a highly result-driven individual with great analytical skills that feed on finding solutions. The harder the situation the more rewarding it is to finally find the solution that will hold.

My ability to unite people towards a common goal and vision is one of my key strengths and I love talking in front of people. To inspire and being inspired by stepping out of the comfort zone and seeing what we could do if we reached just a little bit farther, letting passion and curiosity move us forward.

EXPERIENCES

Product Manager
Jan 2019 - Present
IST Group, Växjö

The need for a solid platform to run tomorrows school software created a new product and department to better focus on the underlying infrastructure. This also included preparing and including functionality to bridge ISTs private cloud with public cloud vendors.

Architect Manager
Dec 2014 - Jan 2019
IST Group, Växjö

Steering technology choices and improving the developer experience as well as speed and reliability by focusing on creating a solid foundation to build the next generation of school software on. This included switching to GIT to better allow for parallel development. The running of software switched to Docker from traditional hands-on operations, including automatic service discovery, loadbalancing and auto healing capabilities.

Client Sided Architect
Sep 2013 - Dec 2014
Play'n GO, Växjö

Carl Mowday

Into the unknown

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EDUCATION

Computer Programming
John Bauergymnasiet
2004 - 2007

LANGUAGES

English (Native)

Swedish (Native)

By utilising the latest technologies Play'N GO delivers some of the markets best mobile based games to date. The client sided architect was responsible for supervising the general game development, integrating the external libraries and optimising the framework to get the best player experience possible. Part of the job also involved developing strategies for parallel development and fast-paced agile deliveries.

Solution Architect

Apr 2012 - Sep 2013
GTECH G2, London

Responsible to design and tweak the techinical solution to suit the needs of our customers. Data migration of player accounts, performance, regulatory requirements and security are all a part of the technical solution that needs to be considered.

Game Client Architect

Mar 2011 - Apr 2012
GTECH G2, London

Architect over client sided development and framework. Responsible for the technical design, architecture and build system of Instant Games for over 5 releases spanning 20 games. Also handled external development and integration towards G2s gaming system.

Flashdeveloper

Mar 2009 - Mar 2011
GTECH G2, Växjö

Senior flash developer that oversaw the development of 4 teams consisting of 16 developers spread across the globe (Sweden, UK, Ukraine and India). Designed and developed core functionality for Instant Games while developing multiple highly successful games.

Flashdeveloper

Oct 2007 - Nov 2008
Svenska Spel, Visby

Freelancing for Svenska Spel as part of the team to create a revamped version of the Svenska Spel website. The project, called Nya Svenska Spel, was a huge success.

Owner

Jan 2007 - Nov 2008
Own Company, Växjö

As part of my examination project for John Bauergymnasiet I decided to start and run my own company, which I could continue with after the school had ended. Mainly freelancing for other companies, like Sogeti, I had a lot of fun projects working with companies like Opel and Svenska Spel.

SKILLS & PROFICIENCY

Communication

Inspirational

Javascript & Node.js

GIT

Docker

Nginx

Bash

Typescript

C#