

CAREER PROFILE

I'm a passionate person that loves talking in front of people and letting my passion and curiosity to move me forward. The harder the situation, the more rewarding it is to find the solution that will hold.

My ability to unite people towards a common goal and vision is one of my key strengths. To inspire and be inspired by stepping out of the comfort zone and seeing what we could do if we reached just a little bit farther.



Carl Mowday

Into the unknown

EXPERIENCES

Product Manager

Jan 2019 - Present

IST Group, Växjö

To be able to better handle and prepare for the expansion of the company, we needed to focus more on the successful platform created in my previous position. In my new role as Product Manager for the internal cloud of IST, I continued the development of the platform itself but focused mainly on creating a reliable, transparent and uncomplicated experience for the developers themselves. To aid the developers, we created an ecosystem and community where developers could share best practices and lessons learned while having direct contact with the engineers of the cloud.

Architect Manager

Dec 2014 - Jan 2019

IST Group, Växjö

To be able to build the next generation of school software IST needed a solid foundation. As Architect Manager, I helped by steering technology choices and improving the developer experience as well as speed and reliability. Some changes 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, load-balancing and auto-healing capabilities among other features. All of these changes meant a more reliable platform, shorter time to production and less error-prone. The platform became a huge success factor for IST.

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EDUCATION

Computer Programming

John Bauergymnasiet

2004 - 2007

LANGUAGES

English (Native)

Swedish (Native)

Client Sided Architect

Sep 2013 - Dec 2014

Play'n GO, Växjö

By utilising the latest technologies, Play'N GO delivers some of the markets best mobile-based games. 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 for designing and tailor the technical solution to suit the customers' needs. Typically consisted of meeting the customer to in-depth understand the needs and requirements. Data migration of player accounts, performance, regulatory requirements and security all needed consideration when tailoring the solution for the customers. One of the most significant projects was delivering the Canadian Bingo Network solution.

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 20 games. Also handled external development and integration towards G2s gaming system.

Flashdeveloper

Mar 2009 - Mar 2011

GTECH G2, Växjö

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.

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 many rewarding projects working with companies like Opel and Svenska Spel.