

Karlo Koelewijn

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Summary

Hi, I am Karlo Koelewijn. A medior C/C++ embedded and cross-platform developer. I love seeing my own projects come to life while learning how to achieve my goals and learn more about the ever-changing world of programming. While I am interested in multiple fields, I hope to discipline some of them by talking with more experienced people and exciting programming projects. Outside of programming, I also like to talk about other things like games, tech titbits, and manga. My programming experience started with my Game Developer study at Grafisch Lyceum Utrecht in the Netherlands after a friend of mine showed and explained how to program in C#. After that curiosity got the best of me, I started learning on my own.

Education



Grafisch Lyceum Utrecht

Niveau 4, Game Development

2018 – 2022

Grade average: 7, Programming subjects average: 8.5



Fontys ICT Tilburg

MBO Batcheler, ICT tech

2022 – Present

Skills

- C/C++
- Git
- C# .NET
- PHP
- Makefile
- Embedded C/C++ (Arduino + STM32 CMSIS)
- Visual Studio (2019/2022)
- VS Code
- CMake

Languages

- Dutch (native)
- English (Anglia C2 reading+writing)

Internships

Incontrol Simulation Solution

02-2021 -> 06-2021



C++ cross-platform developer
working on their new platform (focusing on the
rendering engine using CMake, bgfx and assimp).