

Florian Klampfer

Frontend Engineer



Florian builds web apps that are fast, reliable, and have working back buttons.

He is excited about browser tech and the future of the web. He's also a fan of functional programming, has worked with Clojure and ClojureScript, and watched every talk by Rich Hickey. He started programming at 14 and hasn't stopped since. When he's not thinking about software, he's probably thinking about finance or investing instead.

 **Austria**

 **mail@qwtel.com**

 **<https://qwtel.com/>**

 **[qwtel](https://twitter.com/qwtel)** (<https://twitter.com/qwtel>)

 **[qwtel](https://github.com/qwtel)** (<https://github.com/qwtel>)

Experience



Languages



Feb 2017 – *present*

Software Engineer at Freelance

- Built and marketed my own product
(<https://hydejack.com/>)
- Performed Progressive Web App case study
- Published and contributed to several Open Source projects

German



English



Jul 2014 – Feb 2016

Lead Frontend Engineer at TOPROP

(<https://www.toprop.com>)

- Built isomorphic React app from the ground up
- Built backend-for-frontend in node.js
- Coordinated with designers and backend/API engineers
- Coached and led 4-man team

Jul 2013 – Jul 2014

Intern Software Development at IRIAN Consulting

(<https://www.irian.at/en/>)

- Wrote technical documentation and tutorials
- Built example projects using in-house Java framework

Oct 2010 – Feb 2011

Intern Web Development at Pixelart GmbH

(<https://pixelart.at>)

Skills



Frontend Engineering

★★★

JavaScript ES6 React

Service Workers

Progressive Web Apps RxJS

Web Components

Functional Programming

ClojureScript Animations

Performance Profiling

Flame Charts Static Sites Jekyll

Netlify Responsive Design CSS

HTML Vim

Backend Engineering

★★☆

node.js express REST MEAN

JAM Docker Serverless

UI Design

★☆☆

Photoshop

Data Analysis

★☆☆

Python Jupyter Pandas

Matplotlib

Game Development

★☆☆

Unity Mobile VR Oculus

Education



Oct 2011 – Feb 2017

Bachelor in Media Informatics and Visual Computing from Vienna University of Technology

- Algebra and Discrete Mathematics
- Algorithms and Data Structures
- Analysis for Computer Science
- Computer Graphics
- Entrepreneurship & Innovation
- Information Design and Visualization
- Interface and Interaction Design
- Internet Security
- Object-Oriented Modeling
- Object-Oriented Programming Techniques
- Software Engineering and Project Management
- Statistics and Probability Theory
- Fundamentals of Computer Engineering
- Distributed Systems
- Visualizations
- Web Engineering

Publications



Feb 2017

A Simplified Prediction Market Interface via Implicit Kelly Bets

Bachelor's thesis. Abstract: This thesis introduces an algorithm to make automated bets in scoring rule-based prediction markets. The algorithm takes into account the price adjustment of the scoring rule and modifies the bet size accordingly, which corresponds to a proper application of the Kelly criterion.

