

Malte Klüft

Comp/Sci student striking the balance between author and artist.

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Experience

MSc in IT, Linköping University

(2023–)

Student unions at Linköping University

(2024–)

- Developer at D-Sektionens Webbutskott

(2024–)

Improved D-Sektionen.se's carbon score by X% by moving to a more sustainable statically generated NextJS frontend.

- Webmaster at D-LAN

(2024–)

Increased ticket sales by XX% through a new web frontend and a responsive multi-step ticket form.

- Graphic designer at Linköpings Studentspex

(2024–2025)

Program sheets I designed during the year sold XX% better than previous years.

Full Stack Developer at Anyday AB

(2021–2023)

At web consulting startup Anyday AB I worked on, launched and maintained full stack web solutions for local and multinational clients.

Projects

Operation: Shellshock (2024)

[github.com/isterkvarn/
operation_shell_shock](https://github.com/isterkvarn/operation_shell_shock)

Operation Shellshock is a 2D platformer game made in Godot during the 2024 LiU Spring Game Jam. I produced all visual assets for the game.

StadiaPlus (2020)

github.com/Mafrans/StadiaPlus

Peaking at 30 000 users, StadiaPlus was the leading chrome extension for Google's now retired Stadia platform.

Skills



React



Linux



TypeScript



NextJS



Svelte



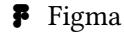
Postgres



CSS



Kotlin



Figma



Docker