

Malte Klüft

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

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Experience

MSc in IT, Linköping University (2023–)

The IT program at Linköping University is a five-year program balancing hard maths, computer science, ethics and philosophy with strong leadership and communication skills through Problem Based Learning (PBL).

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

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

 TypeScript

 Svelte

 CSS

 Figma

 Linux

 NextJS

 Postgres

 Kotlin

 Docker