

Io Klarstrup

Senior Front-End Engineer

Valby, Copenhagen
☎ (+45) 2296 1338
✉ io@klarstrup.dk
🌐 klarstrup.dk
🔗 klarstrup

Select core competencies & interests

Frontend	React, Apollo, Redux, Next.js, Tailwind	Backend	React, Meteor, GraphQL, Node.js
Tools	Git, Playwright, Jest, ffmpeg	DB	MongoDB, PostgreSQL, SQLite, Prisma
Programming languages	ECMAScript, TypeScript, XHTML, CSS, PHP, Go, Python	Services	GitHub, GCP, AWS, Vercel, Ahrefs, BrowserStack

Work experience

2017–2025 **Senior Software Engineer**, TJEK *née* ETILBUDSAVIS, Copenhagen

- Maintenance and eventual port and redesign of existing Backbone.js-based etilbudssavis.dk web-app. Ported to a hybrid Server-and-Client-Side-Rendered React.js app (initially built on Razzle, later Next.js) with a focus on SEO and client-side navigation speed(enabled by aggressive cache normalization and preheating).
- Port and redesign of Ember.js-based CMS for internal and 2nd party creation and management of sales catalogs, offers, stores, various related automation. Implemented as a component of the main React-based web-app. Later porting it to a new GraphQL API backend and even later porting it to a proprietary RPC API backend.
- Facilitated porting existing microservice PHP/Erlang/Elixir backend to Node.js monolith.
- Continuous maintenance and improvement of the company SDK supporting 3rd/2nd party client integrations of core Tjek products such as the reading of sales catalogs within 3rd/2nd party web solutions.
- Creation, specification and implementation of an internal proprietary RPC API backend framework intended to replace GraphQL. With features such as introspection on the API and endpoint level and type safety on all input and output data. Including implementing a type-generation system to generate TypeScript types via this introspection feature, for use in the web-apps.
- Introduction of and continuous maintenance of the GitHub repo for the core backend monolith backend(later including frontend) and associated test and build pipelines, optimizing for developer experience and for continuously integrated assurance of system integrity as well as confidence in deployment. Frequent refactors and updates to reduce redundancy and increase development velocity as existing projects were grafted onto the monolith. Adding tests both preemptively when features were built and reactively when incidents happened.
- Development of aesthetically-minded box-packing algorithms for the purpose of automatic sales catalog layouting, implemented in TypeScript and later re-implemented in Go.

2015–2017 **Web Developer**, REBEL PENGUIN, Copenhagen

- Designing and implementing low-latency live odds and scores systems(backend and frontend) for sports websites backed by MongoDB databases.
- Maintaining as well as developing new features for Flask, Laravel, Drupal websites and custom internal applications. Including gradual replacement of jQuery solutions with ES6 and React, minified asset bundles via Browserify.
- Introducing and enforcing basic Dev(Ops) paradigms and technologies such as code reviews, git flow and continuous deployment(Jenkins).

2014 **Web Developer**, BÆRNHOLDT, Copenhagen

Additional experience

2016–Now **Volunteer Team Lead**, BORNHACK, WIP BAR, Fyn

Physical & digital bar operations and development of point-of-sale & back-office management systems.

2013–Now **Producer, Audio Engineer, Bass Guitarist, Web Developer, Designer**, EXELERATE, København

2008–Now **IT Consultant**, F16 SMEDJEN, Kalundborg

Education

2009–2011 **STX (English A & Mathematics A)**, Kalundborg Gymnasium, Kalundborg

Spoken Languages

Danish First language

English Bilingual proficiency