

Lukas Klingsbo

Software Engineer

"To an artificial mind, all reality is virtual."

Experience

IT Work

- 2017 – **Software Engineer**, Klarna.
Current Building the architecture for routing all payments and providing an uniform API to several underlaying services. Erlang and Scala
- 2016 – 2017 **Developer**, DICE (EA).
Built scalable backend services for Battlefield 1, 22M users 1.5M PSU
- 2014 – 2015 **Developer**, Ericsson and SICS.
Built an information centric network in Erlang for a live video streaming android application which we also built. Deployed at the Skiing World Championship in Falun 2015.
- 2013 **Lead Developer**, London Sales (Australia).
Developed a large integration service for their systems. Also; an app, dashboard and CRM back-end. Mostly GWT, Java and .net.
- 2012 **Developer**, Kivra.
Developing a massive online post system, mostly in Erlang.
- 2005 – 2010 **Tech/Computer support**.
Both phone support and home visits.
- 2007 – 2013 **Websites**.
Designing and developing a lot of websites for smaller companies and stores, for example the websites of the stores 20m² skor and Cri Cri.
- 2008 – 2011 **Developer**, RivCalc.com.
A website written in GWT (Java syntax) to make mathematical calculations for a web-based game. Financed through google adsense.

Education

- 2013–2015 **Master of Computer Science**,
University of Uppsala, Sweden.
- 2009–2012 **Bachelor of Computer Science**,
University of Uppsala, Sweden.

Thesis

Master Thesis, *Uprise*, Uppsala.

A Security Management Layer for CDN Assets

Bachelor Thesis, *Kivra*, Stockholm.

NoSQL: Moving from MapReduce Batch Jobs to Event-Driven Data Collection

Some free time projects (More on GitHub)

MindLevel.

Written three times. Kotlin (Android) front-end and Scala backend, soon to be found in the play store

Uratool.

A distributed collaborative coding editor written in Erlang.

Esiade.

An Evolutionary simulator in a dynamic environment. Proof of concept of genetic programming and machine learning.

Fork-Plate-Knife.

Small React (javascript) game made on the Uprise Game-Jam hackathon

Computer skills

OS	Linux, Solaris, Windows, Mac OS X
Programming	Scala, Java, Erlang, Android, GWT, Javascript, C, Python, Haskell, Bash
Databases	MySQL, MongoDB, Redis, Memcached, Riak, T-SQL
Rev. control	Git, Subversion, Mercurial
Editors/IDE	Vim, IntelliJ, Eclipse
Typography	L ^A T _E X, Office
Other	AWS Services, Containers, Pentesting, System Administration, Microcontroller Programming, Data recovery, Virus removal, Hardware replacement

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Other

Details can be shown on request

2006 – **20+ Commisions of Trust.**

Present Example: publicly elected board member of Uppsala Student Union

Languages.

English Fluently (Lived in Australia and England)

Swedish Mother Tounge

Spanish Basics (Backpacked Latin America)

Random Fact.

I have a Fork Bomb and a PRNG tattoed on my right arm

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