



Lukas Klingsbo

Freelance Software Engineer

Experience

- 2022 – Now **Software Engineer**, Skandia
Rebuilding Skandiabanken's previously outsourced native app in Flutter, with a new design and lots of new bells and whistles.
- 2019 – Now **Software Engineer**, Blue Fire
Building open source libraries for the Flutter and Dart ecosystem, the biggest one being Flame (the Flutter game engine).
- 2017 – 2021 **Software Engineer**, Klarna
Building the services for credit card payments and providing an uniform API to several underlaying services. Erlang and Scala.
- 2016 – 2017 **Software Engineer**, DICE (EA)
Building scalable backend services for Battlefield 1 (the recommendations engine for example), 22M users 1.5M PSU
- 2014 – 2015 **Software Engineer**, Ericsson and SICS
Building an information centric network in Erlang for live video streaming with an accompanying android application. Deployed at the Skiing World Championship in Falun 2015.
- 2013 **Lead Developer**, London Sales (Australia)
Developing a large integration service for their systems. Also; an app, dashboard and CRM back-end. Mostly GWT, Java and .net.
- 2012 **Developer**, Kivra
Developing the backend for a massive online postal system, mostly in Erlang.
- 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
Developed and maintained a website written in GWT (Java syntax) to make mathematical calculations for a web-based game. Financed through google adsense.
- 2005 – 2010 **Tech/Computer support**
Both phone support and home visits.

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Education

- 2013–2015 **Master of Computer Science**,
University of Uppsala, Sweden
Master Thesis, *DICE (EA)*, Uppsala
A Security Management Layer for CDN Assets
- 2009–2012 **Bachelor of Computer Science**,
University of Uppsala, Sweden
Bachelor Thesis, *Kivra*, Stockholm
NoSQL: Moving from MapReduce Batch Jobs to Event-Driven Data Collection

Open source contributions

Flame

Number one contributor to Flame and part of the core team. Flame is the largest game engine for Flutter.

Forge2D

Box2D (physics engine) port for Dart.

qmk_firmware

Keyboard firmware for Atmel AVR and ARM controllers.

MindLevel

An app with real life challenges. Kotlin (Android) front-end and Scala backend.

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.

Preferred tools

- OS Linux
- Programming Flutter, Dart, Scala, Erlang, Kotlin, C, Haskell, Python, Bash
- Storage MySQL, Postgres, MongoDB, Redis, Memcached, Riak
- Editor/IDE Vim, IntelliJ
- Typography L^AT_EX
- Other AWS Services,
Docker,
Git,
Kubernetes,
Terraform

Other

2006 – **20+ Commissions of Trust**

Present Example: publicly elected board member of Uppsala Student Union

Languages

English Fluently (Lived in Australia and England)

Swedish Mother Tongue

Spanish Basics (Backpacked Latin America)

Contact details

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