Lukas Klingsbo

Freelance Software Engineer

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Exp	erie	nce
LAP	CIIC	

- 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 $20m^2$ 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.

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, 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 challanges. 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 LATEX

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 Tounge

Spanish Basics (Backpacked Latin America)

Contact details

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LinkedIn linkedin.com/in/spydon/

