



# Lukas Klingsbo

## Senior Software Engineer

### Experience

- 2026 – Now **SDK Engineer**, Supabase  
Building and maintaining the Flutter SDK for Supabase, the open source Firebase alternative.
- 2019 – Now **Flame Engine**, Blue Fire  
Creator and lead maintainer of Flame, the most popular 2D game engine for Flutter, and a member of the Blue Fire open source collective.
- 2025 – 2026 **Senior Software Engineer**, Amara  
Built cross-platform applications and internal tooling with Flutter and Dart.
- 2023 – 2025 **Senior Software Engineer**, Canonical  
Mainly building Ubuntu's OS installer in Flutter, but also the App Center, Firmware updater, Security center and OEM tools.
- 2022 – 2023 **Senior Software Engineer**, Skandia  
Rebuilding Skandiabanken's previously outsourced native app in Flutter, with a new design and lots of new bells and whistles.
- 2017 – 2021 **Senior Software Engineer**, Klarna  
Building the services for credit card payments and providing an uniform API to several underlying 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.

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Flutter & Dart Google Developer Expert

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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

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## Open source contributions

### Flame

Creator and lead maintainer of Flame, the most popular 2D game engine for Flutter.

### Forge2D

A Dart port of the Box2D physics engine.

### Melos

A command line tool for managing Dart and Flutter monorepos with multiple packages.

### audioplayers

A Flutter plugin to play multiple simultaneous audio files, works on every platform.

### Ubuntu Flutter

Contributions to the Flutter ecosystem powering the Ubuntu desktop installer and provisioning tooling.

### qmk\_firmware

Keyboard firmware for Atmel AVR and ARM controllers, running my split ergonomic Dactyl Manuform.

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## Preferred tools

- OS Linux
- Languages Dart, Scala, Erlang, Haskell, Java, Python, Bash
- Frameworks Flutter, Flame, React
- Storage PostgreSQL, MySQL, MariaDB, MongoDB, Riak
- Editor/IDE Vim, IntelliJ
- Typography L<sup>A</sup>T<sub>E</sub>X
- Other AWS Services, Docker, Git, Terraform, Ansible, CI/CD

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## Other

2006 – **20+ Commissions of Trust**

Present Example: publicly elected board member of Uppsala Student Union

### Interests

Open Source, Mechanical Keyboards, Climbing, Backpacking, Linux

### Languages

English Fluently (Lived in Australia and England)

Swedish Mother Tounge

Spanish Basics (Backpacked Latin America)

### Random Facts

- I have a Fork Bomb and a PRNG tattooed on my right arm.
- I build my own keyboards (currently use Dactyl Manuform).
- Ranked the 28th most active GitHub user in Sweden.

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## Contact details

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