

Lukas Sandborgh, Frontend Developer | Former Game Programmer
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Introduction

Frontend developer with experience building and maintaining React applications using TypeScript. Strong focus on system reliability, debugging, and code quality, with a background in performance-sensitive systems development. Experienced working in cross-functional teams and contributing to production systems with testing and monitoring.

Education

2024 - Ongoing **Malmö Media Institute** – Frontend Development

2015 - 2017 **The Game Assembly** – Game Programming

Professional Experience

2025 - Ongoing - **Sandvik RPS**

- Developed and maintained a React single-page application for industrial monitoring and e-commerce
- Designed and implemented onboarding and tutorial systems with focus on clarity, state handling, and maintainability
- Integrated frontend with backend APIs and handled asynchronous data flows
- Wrote end-to-end tests using Cypress and contributed to improving overall test coverage
- Identified and resolved bugs and performance issues through debugging and monitoring using Sentry

2017 - 2023 **Flashbulb APS**

- Shipped 2 AA Titles developed in Unity

Trailmakers – Networked physics based vehicle builder game

Tools & UI Programmer

- Owned and maintained core UI systems and internal tools that optimized the asset pipeline and overall development workflow.
- Played a key role in shipping on Xbox and PlayStation, implementing user management, authentication flows, achievements and matchmaking

Rubber Bandits – Networked brawler game

Gameplay & UI Programmer

- Designed and implemented core runtime systems including application startup flow, spawning, and level loading.

2016 - 2018 **Cool Minds AB**: Programming Instructor

- Programming instructor in Scratch and Java for classes of over 10 students.

Skills

Frontend & Web:

React, Next.js,
HTML5, CSS3,
REST API integration

Programming Languages:

TypeScript, Javascript,
C++, C#,
Python

Tools & Workflow

Git, Jira, Figma,
Visual studio/code
Microsoft 365 suite