

Albin Brattlöf

Software Engineer · Backend, Infrastructure and Systems

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SUMMARY

Software engineer who takes systems from architecture to production: the backend, the frontend, the infrastructure they run on, and the client conversations that shape them. Comfortable owning a system alone, and used to shared codebases and review. Mostly **C#, TypeScript, Go and Rust**, deployed on Kubernetes. I work **AI-native**, with Claude Code in my daily loop and self-hosted inference where client data cannot leave the building. My low-level background is C++ engines and Windows internals, which I have been writing since 2019.

EXPERIENCE

Software Engineer · Ayaa International AB Nov 2024 - Present
IT consultancy and product studio · Sweden

- Built a **customer-service platform in C#**, from the first commit through to production.
- Rebuilt a production **point-of-sale system** on a security-first architecture, .NET 10 with React and PostgreSQL.
- Built a **self-hosted AI assistant** for a client whose documents could not leave their network: .NET 10 and React over a local **Ollama and llama.cpp** stack, with embeddings in Postgres.
- Built a **device refurbishment operations platform** in C# and TypeScript.
- Delivered an employment portal I have worked on since 2022, rebuilt across four frontend stacks with five other developers, plus ERP, staff-management, field-service and marketplace systems, for **six or more client organisations**.
- Run the infrastructure all of it ships on: **Kubernetes (RKE2)**, Helm, GHCR, Cloudflare, and mTLS backed by an internal PKI.
- Security across the same systems: **pentesting and assessments**, hardening and secure build practice. I also scope work with clients directly and demo the results.

Game Programmer, Internship · AmberWing Nov 2023 - Jun 2024
• Gameplay and systems programming in **Unreal Engine 5** with C++ and Blueprints on an unreleased action roguelike, inside a shipping studio codebase under review.

Earlier, 2020 to 2022. Frontend Developer at **Multi X Sweden**, plus full-stack internships at **ShowDevote** and **Perchcamp**. PHP, JavaScript, TypeScript and SQL.

INDEPENDENT WORK AND OPEN SOURCE · github.com/Brattlof

- A **company-data platform in Rust** that ingests the Swedish public company registry and national statistics feeds, and parses iXBRL financial filings.
- A **package manager for MCP servers and agent skills** in Go. Installs from a curated 290+ entry registry into six AI coding tools as one static binary with no runtime dependencies. Accepted into the official Model Context Protocol resource list.
- **Game engines in C++, from scratch, since 2022**. The current one has a **D3D12** renderer with a render graph, an archetype-based **ECS**, a Lua compiler and VM I wrote myself with hot reload, and an ImGui editor. An earlier one carried both **DirectX and Vulkan** backends.
- **Windows systems and reverse engineering since 2019**. Kernel driver manual mapping across several Windows builds, Direct3D overlay rendering through process hooking, and C++ libraries for memory, networking and math.
- A **Rust web framework** on Axum, Askama and SQLx with no JavaScript build step, a Postgres document and event store for Go, and an accessibility-focused game assistant for players with limited hand mobility.

SKILLS

Languages C#, TypeScript, Go, Rust, C++, C, PHP, Python, Lua, Kotlin, SQL
Backend .NET 10, ASP.NET Core, Axum, Symfonia, gRPC, REST, event sourcing, modular monoliths
Frontend React, Vue, Svelte, Inertia, Astro, Tailwind CSS, Vite
Data PostgreSQL, JSONB, Entity Framework Core, SQLx, Doctrine
Infrastructure Kubernetes (RKE2), Helm, Docker, GitHub Actions, GHCR, Cloudflare, mTLS and PKI
Security Pentesting and assessments, hardening and secure build, reverse engineering
Systems Direct3D 11 and 12, Vulkan, Win32, ECS architecture, render graphs, CMake
AI Claude Code, Cursor, Codex, Model Context Protocol, Ollama, llama.cpp, embeddings and RAG
Game engines Unreal Engine 5, Unity, Godot, Defold, TenGine (PlaygroundSquad in-house)

EDUCATION

PlaygroundSquad · Game Development · Falun, Sweden · Aug 2022 - Jun 2024
Helixgymnasiet · Information Technology · Borlänge, Sweden · Aug 2018 - Jun 2021