

Kristian Tufte Sterud

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Education

Bachelor in Informatics

Norwegian University of Science and Technology (NTNU), Trondheim | August 2023 - June 2026
GPA: 4.3/5.0

Relevant coursework in algorithms, data structures, databases, web development, distributed systems, and security

Technical Skills

Databases: MySQL, PostgreSQL, MongoDB, Supabase, Firebase

Backend/Languages: Java, Python (Pandas), SQL, Node.js, GraphQL

Frontend: React, TypeScript, JavaScript, Tailwind CSS, Chakra UI, TanStack Query

Tools & Infrastructure: Git, Docker, Linux, npm/pnpm, Vitest, Canvas API

Game Development: libGDX (Java)

Projects

Pokémon Clicker Game | React, TypeScript, Tailwind CSS, GraphQL, MongoDB

September 2025 - December 2025

- Built full-stack incremental game as a team of 4, where users collect and upgrade Pokémon through clicker mechanics
- GraphQL API with MongoDB backend for persistent game state and user authentication
- Fetches Pokémon sprites and data from PokeAPI
- Comprehensive unit and E2E testing with Vitest
- Custom canvas-based map with collision detection for player movement
- [Live Demo](#)

Dinder | React, TypeScript, Supabase, TanStack Query

October 2025 - Present

- Building full-stack recipe management/exploration and meal planning platform with user authentication
- Recipe exploration, creation, and editing with personal cookbook for saving favorites
- Week planner feature for organizing meals and grocery planning
- User preferences and profile management with real-time updates using TanStack Query
- [Live Demo](#)

CodeTrace | React, TypeScript, Tailwind CSS

January 2026 - Present

- Building interactive algorithm visualization tool with dual-mode display for sorting and pathfinding algorithms
- Canvas-based visualizer with step-by-step execution, playback controls, and adjustable speed
- Supports multiple sorting algorithms (Bubble, Quick, Merge, Insertion, Selection) and pathfinding algorithms (Dijkstra, A*, BFS, DFS) on interactive grid
- [Live Demo](#)

CO₂ Calculator | Team Project with Bouvet

January 2026 - Present

- Developing carbon footprint calculator for subcontractors in Norwegian construction sector
- Collaborating with team of 7 as part of university-industry partnership project

Portfolio Website | Vanilla JavaScript, CSS

- Responsive portfolio website with dark mode and bilingual support (EN/NO)
- Interactive project carousel with drag navigation and Netflix-style controls
- Zero frameworks - pure JavaScript and CSS

Untitled Multiplayer Game | Java, libGDX

February 2026 - Present

- 2D online multiplayer gun dueling game for Android
- Building using Java and libGDX framework with real-time multiplayer synchronization

Professional Experience

Educational Assistant | Smestad Aktivitetsskole, Oslo | Nov 2020 – Jul 2023

Worked with autistic students with high support needs (2020-2022) and general student population (2022-2023)

Salesperson | Vestre Sandøya Matbutikk, Vestre Sandøya | Jun 2025 – Aug 2025

Managed inventory, logistics, and customer service as part of small team on the island's only store; trained new staff on digital inventory systems

Languages

Norwegian: Native

English: Fluent