

Nadine Lindén Malmberg

Software Engineering Student

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Product-focused Software Engineer building tools that bridge user needs and technical systems. Experienced in full-stack development, data infrastructure and translating complex domain requirements into functional products.

ENGINEERING EXPERIENCE

Jan 2026 – Present

Master Thesis Worker (B2B SaaS Product Redesign)

Teamtaylor

- Mapping feedback loops across customers, Customer Success, Product and Engineering to understand how product decisions are formed in a scaling B2B ATS.
- Investigating how SMB and enterprise customers interact differently with the same system, and how these differences impact workflow design, configurability and cognitive load.
- Analyzing the limitations of existing user research and feedback mechanisms (interviews, CS input, product data, surveys) in complex organizations.
- Exploring how structured synthesis and AI-assisted analysis could support more efficient, higher-quality product decisions in the absence of centralized design leadership.

June 2024 – Aug 2024

R&D Software Engineer

NOVO Energy (Joint venture between Northvolt & Volvo Cars)

- Owned the end-to-end product lifecycle for internal R&D tools, architecting PostgreSQL schemas and business logic to support complex battery research workflows.
- Built custom internal applications using Retool, extending the platform with JavaScript and Python-driven data processing to handle high-velocity lab data.
- Acted as a bridge between researchers and data infrastructure, translating high-level scientific requirements into functional interfaces that automated daily manual operations.
- Implemented data pipelines to clean and visualize raw research data, transforming fragmented datasets into a unified source of truth for decision-makers.

Jan 2024 – June 2024

Bachelor Thesis (AI-Powered Biomechanical Motion Analysis)

Swedish Athletics Association | Chalmers University of Technology

- Built a full-stack application (Django/React) that wraps the MotionBERT deep learning model, transforming raw 2D video into interactive 3D biomechanical visualizations.
- Engineered the backend inference pipeline using MMPose, implementing logic to execute 2D-to-3D pose estimation and serialize complex tensor data into JSON for client-side rendering.
- Built a custom dataset pipeline at the Chalmers Physiology Lab using Qualisys motion capture systems, gathering high-fidelity ground truth data to adapt open-source models to real-world running kinematics.

Other Experience

Apr 2023 – Present

Process Specialist at Nordea Bank Abp

Financial administration alongside full-time studies.

EDUCATION

Chalmers University of Technology, Gothenburg

Aug 2021 – June 2026

Master of Science in Engineering (Software Engineering)

Specialization in Interaction Design & Technologies

Feb 2025 – Sept 2025

Vienna University of Technology (TU Wien)

Exchange Semester in Computer Science

ADDITIONAL INFORMATION

Software skills

Languages: Python, Java, JavaScript, TypeScript, SQL

Frameworks & Libraries: React, Vue, Django, Flutter

Data & Infrastructure: PostgreSQL, AWS (S3), Git/GitHub

AI & Agentic Workflow: Cursor (IDE), Vibe Kanban (Agent Orchestration),

Claude Code, Gemini, GitHub Copilot

Design & Tools: Figma, HTML/CSS, Retool

Other / Sports

- Competitive tennis player for many years; top 10 nationally in Sweden.
- Elite gymnast for many years, placed top 3 several times in Swedish Championship.