

Olof Segergren

Software Developer
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Summary

I'm a software developer who loves building things efficiently, improving them step by step, and seeing the results of my work. I enjoy the logic behind coding and problem-solving, and I'm especially interested in making fast, user-friendly software where the small details really make a difference.

Skills

- Java, C#, Python, TypeScript
- Spring Boot, React, Next.js, Vite
- SQL, NoSQL
- OpenShift (Kubernetes), ArgoCD, Docker
- Git, DevOps, CI/CD
- Kafka, IBM MQ

Professional Experience

Folksam

Aug 2022 – Present

Working primarily with Java 21, Spring Boot 3, and modern cloud infrastructure on OpenShift, with additional experience in React-based frontend work. Focused on delivering high-impact solutions across multiple insurance domains:

- **Group Insurance:** Implemented system improvements that increased sales conversion rates by over 100% by simplifying the purchase flow for existing customers.
- **Anti-Money Laundering:** Rebuilt the application from the ground up, using IBM MQ to communicate with external systems, handling user-provided KYC data and integrating with risk classification services.
- **Phone Damages:** Transformed manual claims processing into an automated system handling over 80% of cases without human intervention, significantly decreasing customer support workload.

Martin & Servera (Intern)

Aug 2021 – Jan 2022

- Developed C# .NET applications focusing on IT Security.
- Created data visualizations and reports using Power BI.
- Azure Fundamentals Certification.

Projects

Segra.tv

Jan 2025 – Present

Segra is a recording software built on Open Broadcaster Software (OBS), designed for gamers and content creators. It features smart automation, AI-generated highlights, and deep game integration to make recording, clipping, and uploading effortless.

Website

Backend: Next.js, Python

Frontend: Next.js, React, TypeScript, Tailwind

Application

Backend: C#

Frontend: Vite, React, TypeScript, Tailwind

RecoverPlays.tv

Mar 2023 – Present

Platform dedicated to recovering, downloading, and viewing archived gaming clips from the former Plays.tv.

- The platform has recovered 700,000+ videos.
- Generated over 100,000 SEK in earnings.
- 20,000 users, growing by 300 weekly.

Backend: PHP, Python, SQL

Frontend: HTML, CSS, JavaScript

Education

Uppsala University

Information Systems (Systemvetenskap) | *Aug 2019 – Jun 2022*

Österåkers Gymnasium

Technical Science (Teknikvetenskap) | *Aug 2016 – Jun 2019*