

# OLOF SEGERGREN

Software Developer @ Folksam

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📍 Stockholm



## SUMMARY

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I'm a dedicated developer with a passion for IT security, web development, and gaming technology. Here's a brief summary:

- Proficient in Java, C#, Python, React, Typescript, and more.
- Created Recoverplays.tv, a recovery platform to recover videos from Plays.tv that shutdown in 2019.
- Developed RePlays.app, a user-friendly video platform for gamers.
- Created swedish-license-plate-alpr, a real-time license plate recognition tool that instantly displays the current owner of any Swedish vehicle.

## EXPERIENCE

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### Software Developer

#### Folksam

📅 08/2022 - Present

I work with the latest technology such as Java 21, Spring Boot 3, Openshift, and ArgoCD. I'm part of the team responsible for:

- Anti Money Laundering
- Group Insurance (Trade Unions)
- Phone Damages
- Life Insurance

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### Internship with focus on IT security & DevOps

#### Martin & Servera

📅 08/2021 - 01/2022

Internship at Martin & Servera. I focused on IT security and programming in C# .NET.

- Developing C# .NET applications with an emphasis on IT security
- Creating Power BI reports
- Obtaining Azure Fundamentals Certification
- Strategic vs. operational IT security
- The impact of GDPR on the company
- The relationship between IT security and data protection

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### Co-founder & IT manager

#### SVIT

📅 09/2020 - 01/2022

Co-founder & IT Manager at SVIT, a student union for Information Systems and Digital Business Development.

- Enhancing IT infrastructure
- Managing social media platforms, including Instagram, Discord, and Facebook.

## EDUCATION

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### Systemvetenskap, Information Systems

#### Uppsala University

📅 01/2019 - 12/2022

- Bachelor thesis: [Diva](#)

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### High School Diploma, Engineering Science

#### Österåkers Gymnasium

📅 01/2016 - 12/2019

# PROJECTS

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## Swedish License Plate Reader - ALPR

📅 09/2024 - Present

🔗 <https://github.com/Segergren/swedish-license-plate-alpr>

The system is designed to detect vehicles, recognize Swedish license plates, and track them in real-time. It utilizes YOLOv8 for object detection, DeepSORT for tracking, and PaddleOCR to read license plates. The system retrieves relevant vehicle data from external sources such as Biluppgifter.se and Ratsit.

Technology Stack:

- Backend: Python
  - Libraries & Tools: YOLOv8, DeepSORT, OpenCV, PaddleOCR, BeautifulSoup
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## RecoverPlays.tv

📅 03/2023 - Present

🔗 <https://recoverplays.tv>

RecoverPlays.tv is a platform dedicated to recovering, downloading, and viewing archived gaming clips from the former Plays.tv, which shut down in 2019. Using advanced techniques and proxies, RecoverPlays.tv automatically searches for and restores these valuable gaming moments.

Achievements:

- Recovered 500,000 videos
- Generated over 75,000 SEK in earnings
- 12,000 users, growing by 300 weekly

Technology Stack:

- Frontend: HTML, CSS, JavaScript
  - Backend: Python, PHP, SQL
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## RePlays.app

📅 02/2023 - Present

🔗 <https://replays.app>

RePlays is an application and website designed for gamers to effortlessly record and share gaming clips, emphasizing minimalism, high video quality, and speed.

Features:

- Compatible with any game, automatically starts recording when gameplay begins
- Auto-bookmarking key events like kills, assists, and deaths to easily clip the best moments
- Seamless, uninterrupted gameplay with minimal performance impact

Website (Developed by me):

- Frontend: HTML, JavaScript, Bootstrap
- Backend: Python, PHP, SQL

Application (Open Source):

- Frontend: React, TypeScript, Tailwind
- Backend: C#, WebView2