

OLOF SEGERGREN

Software Developer @ Folksam

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📍 Stockholm



SUMMARY

Software developer with professional experience in Java 21, Spring Boot 3, OpenShift (Kubernetes), ArgoCD as well as React and TypeScript. Additionally, I have solid knowledge in C#, Python, and Next.js, with a strong interest in IT security and full-stack development.

Currently employed at Folksam, my primary focus involves developing and maintaining systems for Anti-Money Laundering (AML) and group insurance solutions.

In my spare time, I develop personal projects such as Segra.tv, RecoverPlays.tv, and Replays.app.

EXPERIENCE

Software Developer

Folksam

📅 01/2024 - Present

I work with the latest technology like Java 21, Spring Boot 3, OpenShift, and ArgoCD.

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

Junior Software Developer

Folksam

📅 08/2022 - 12/2023

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

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

Systemvetenskap, Information Systems

Uppsala University

📅 01/2019 - 12/2022

High School Diploma, Engineering Science

Österåkers Gymnasium

📅 01/2016 - 12/2019

PROJECTS

Segra

📅 01/2025 - Present

AI-Powered Game Recording.

Segra is a powerful recording software built on Open Broadcaster Software (OBS), designed for gamers and content creators. Record, clip, and upload gameplay highlights effortlessly, with smart automation and deep game integration.

Website:

- Frontend: Next.js, React, Typescript, Tailwind
- Backend: Next.js

Application:

- Frontend: Vite, React, TypeScript, Tailwind
 - Backend: C#, Python
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RecoverPlays.tv

📅 03/2023 - Present

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 clips.

Achievements:

- Recovered 600,000+ videos
- Generated over 90,000 SEK in earnings
- 18,000 users, growing by 300 weekly

Technology Stack:

- Frontend: HTML, CSS, JavaScript
 - Backend: Python, PHP, SQL
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Swedish License Plate Reader - ALPR

📅 09/2024 - Present

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