

Olle Marmenlind

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A Computer Engineering student with professional experience in the full product lifecycle, from defining technical specifications to QA testing and deployment. Seeking a software engineering role to apply a strong foundation in C, Java, data structures, and algorithms to build robust and scalable software. Eager to transition from coordinating development to contributing directly as a hands-on developer.

Projects

- **.NET Sales Catalog Generator:** To solve a time-consuming manual process for the sales team at Sevan AB, I independently architected and developed a cross-platform desktop application using .NET MAUI and C#. The tool automates catalog creation by processing CSV files for product data and merging it with live image URLs and additional product data from a remote XML feed. This reduced the time to create custom, print-ready PDF catalogs from hours to minutes, ensuring all product information was accurate.
- **Online Soccer Game:** Developed a real-time multiplayer soccer game in C, utilizing the SDL library for graphics and UDP for network communication. Managed project using agile methodologies.

Experience

Sevan AB

Technical Product Owner

- Stockholm, Sweden (Remote)
March 2022 – Current
- Owned the product roadmap, authored all technical specifications, and synchronized development between external partner teams (Web and ERP) to translate business needs into deliverables.
 - Managed Google Cloud API configurations for analytics and authentication; conducted all QA and testing for new features and implementations.
 - Drove platform evolution by adapting the architecture for diverse B2B user segments and leveraging data-driven insights for strategic enhancements.
 - Created all technical documentation from the project's inception and successfully onboarded 20 colleagues to the new platforms.
 - Assumed responsibility for B2B support during peak seasons, directly resolving technical and logistical issues to ensure high partner satisfaction.

Sevan AB

E-commerce Intern

- Stockholm, Sweden
January 2022 – March 2022
- Contributed to building the company's first websites, implementing initial designs using HTML and CSS.

Education

Royal Institute of Technology KTH

Bachelor of Science in Computer Engineering.

Stockholm, Sweden
Expected graduation in 2026

Relevant Coursework:

- Data Structures & Algorithms, Software Engineering & Object-Oriented Programming (Java)
- Micro controllers (RISC-V), Computer Architecture, Operating Systems & Networks, Digital Systems
- **Technical Report - Reliable A/B Testing:** Authored a technical framework for designing and executing statistically valid A/B tests to drive data-informed product decisions.
- **Applied Behavioral Science for UX:** Applied principles of nudging and decision-making to optimize e-commerce UI/UX. See practical application in the [Highlight Discount Case Study](#).