Olle Marmenlind

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# Education

**KTH Royal Institute of Technology** Stockholm

Computer Engineering Graduating 2026

**Coding projects**:

* C-based Multiplayer Soccer Game
  + Engineered the client-server networking architecture using the UDP protocol to ensure low-latency communication for real-time gameplay.
  + Leveraged the SDL (Simple DirectMedia Layer) library for 2D graphics rendering, event handling, and managing the game loop.
  + Developed the game's physics engine, including vector-based player movement and ball-to-player/ball-to-wall collision detection.
* JavaFX Image Processor
  + Implemented the Model-View-Controller (MVC) architectural pattern to separate application logic from the user interface.
  + Utilized JavaFX to build a responsive and intuitive graphical user interface for image loading and manipulation.
  + Engineered core processing algorithms from scratch for effects such as Gaussian blur, sharpening, and color channel manipulation.

# Experience

# Sevan AB

# Product Owner & Designer March 2022 – Current

* Oversaw the end-to-end product lifecycle, acting as the sole point of contact between stakeholders and two external development partners to manage the product backlog, feature prioritization, and user acceptance testing.
* Drove significant platform growth, increasing active web users by 1100% since re-launch and achieving 80% YoY revenue growth and a 56% increase in paying customers.
* Initiated and developed internal tools, including a semi-automated catalogue generator and an expanded PIM system, which enabled onboarding 50% more customers with niche requirements.
* Authored all documentation for new internal platforms and onboarded 18 employees.

**Tekniksprånget + Sevan AB** Stockholm **Intern** January 2022 – March 2022

* Developed webpages using HTML and CSS, designed in-store and digital advertising materials, and assisted with e-commerce projects.

# Leadership & Activities

**Väsby IK** Stockholm

**Camp leader** 2020

* Managed a group of 25+ kids of varying ages throughout 3 different hockey camps. Coordinated schedules and ensured everyone showed up to workouts and meals on time. Prepared equipment for each activity.

**Skills**

**Technical:** AdobeSuite, Jira and Trello, C, C#, Java, Javascript, HTML, CSS, SQL, jQuery, NoSQL, MongoDB.

**Language:** Fluent in Swedish and English