Software Engineer

Patrik Olofsson

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I am a software engineer with 7+ years of experience in AWS, front-end, and back-end development. Specializing in TypeScript and Go.

Work Experience

September 2022 - Present
TV4 - Stockholm Sweden
Software Engineer

- Coding in TypeScript (Node.js) and Go
- System architecture and API schema design
- Manage AWS infrastructure, observability and monitoring
- Worked with a voting engine, search, contentful and graphql api for all client integrations

Since joining TV4, I've been part of two teams: NBS (Nordic Backend Services) and Gateway. Currently, I'm working with the Gateway team on developing a GraphQL API for all client integrations. This service needs to handle high bursts of traffic, especially during major sports events like the Champions League or popular TV shows such as Idol. Initially, we developed it in TypeScript using the Fastify and Apollo frameworks. However, we later decided to rewrite it in Go due to its superior hardware performance compared to Node.js.

During my time with the NBS team, I worked on various APIs and systems. This included the voting engine primarily used for the TV show Idol. Additionally, I contributed to the search service, focusing on system architecture and infrastructure.

When I joined TV4, one of the issues was the flakiness of the CMS, Contentful, used by the editorial staff for curating content and layout on the TV4 Play site. The API being consumed was frequently rate-limited. To address this, we were tasked with creating a new API and separating the data. We ensured data synchronization from Contentful to our own database and built an API on top of it, eliminating the flakiness, improving performance and reducing cost.

November 2017 - May 2022 (~5 years)
SeenThis - Stockholm Sweden
Full-Stack Developer

- Working closely with ad-ops, sales and product
- Coding in Javascript (Node.js, Vue.js)
- Video streaming, encoding & decoding with FFmpeg
- Managing AWS infrastructure, observability and monitoring

I started working at SeenThis in 2017, just a few months after graduating from Nackademin. Fresh out of school, I jumped into learning Node.js and Vue.js as our team worked on a new CMS for digital advertising. SeenThis creates streamable video and image ad banners that integrate with platforms like Google DoubleClick and Adform. This job taught me a lot about encoding and decoding videos, and I got hands-on experience with FFmpeg. A big part of my job was making sure the video sizes were just right for each ad server, balancing quality and file size to meet the requirements of different platforms. This involved a lot of tweaking and testing to ensure our ads looked great without being too heavy on data, which was crucial for smooth streaming and quick loading times.

I was also lead developer in integrating the CMS with Microsoft Dynamics 365 CRM, which made managing customer relationships a lot smoother. Most of our services at SeenThis were hosted on AWS, which played a huge role in our infrastructure. I got to work extensively with various AWS services like EC2, S3, and Lambda, ensuring our applications were scalable, secure, and highly available.

Side projects and education

August 2022 - Present
View - The front row of online fashion https://joinview.co/

Together with some friends we are building a fashion app that has a minimalistic design, focusing on content and recommendations together with machine learning and ai.
Content is scraped daily from various websites, parsed and then ingested into our system.

June 2022 - Present
Routine - A fitness app

I have a passion for fitness, powerlifting, and bodybuilding. For a long time, I tracked my gym workouts, food, and weight in Excel. This led me to create my own fitness app to simplify the tracking process. The app is built with React Native, and the backend is powered by a simple JavaScript (Node.js) API.

2019
WoW Classic Armory - https://classicarmory.org/

When I was younger, I played a lot of video games, including World of Warcraft. With the relaunch of the original version of WoW in 2019, I decided to create a simple website to store character information and stats. The website was community-driven, meaning data could only be uploaded by players individually. They used an add-on (written in Lua) while playing the game to scan characters and then manually uploaded the data to the website. I ended up with 35k+ unique characters uploaded across 50 different servers and peaked one month with 3500 visitors.

2015-2017
Nackademin - Java developer (Education)

I graduated from Nackademin in 2017. The most valuable experience during my studies was my six-month internship, which inspired me to pursue a career in web development. This internship was at OnSpotStory, a company that develops apps for museums and destinations. There, I worked as a full-stack developer using React and JavaScript (Node.js), which became a great starting point for my career. I started working at SeenThis shortly after.