

William Olsson

Full-Stack Software Engineer · C# / .NET · TypeScript

Location: Stockholm, Sweden **Email:** williamolsson2000@gmail.com **Phone:** +46 73-614 26 17

GitHub: github.com/LostVirt **LinkedIn:** linkedin.com/in/william-olsson **Languages:** Swedish (native), English (fluent)

Self-taught full-stack developer with five years of professional C#/.NET experience. Led the rebuild of Doubleflow's web platform and founded EternalClient, a commercial cross-platform desktop product.

Skillset

Languages & Frameworks: C#, .NET, ASP.NET Core, Blazor, TypeScript, React, Next.js, Go, Java, SQL

Architecture & Design: Distributed systems, REST API design, OAuth/OIDC, performance optimization, reverse engineering

Cloud, DevOps & Data: Docker, Git, CI/CD (Jenkins), Prometheus, Grafana, PostgreSQL, MySQL

Leadership & Process: Agile/Scrum, code review, cross-functional collaboration, user feedback loops

Experience

Doubleflow, Software Developer · Stockholm · intern Sep–Nov 2021, then full-time **Sep 2021 – Sep 2026**

- Led the rebuild of the company's web platform onto a modern ASP.NET Core stack, driving the migration to FastEndpoints and newer .NET versions
- Rebuilt the legacy game-building system into a visual scripting tool in Blazor, letting non-developers create interactive games, quizzes and training experiences without writing code
- Built the client-side system that renders and plays those experiences back to users in real time
- Built operator tooling for customer onboarding, role-based permissions and usage reporting

EternalClient, Founder & Software Engineer · Self-employed **Mar 2023 – Apr 2026**

- Founded and shipped a cross-platform desktop application for Windows, Linux and macOS
- Built the web platform and marketplace in TypeScript, React and Next.js, where third-party developers listed and sold their work
- Designed a high-performance pathfinding service serving up to 13 million requests per month
- Built the licensing and authentication system securing communication between client and server
- Automated build, testing and release so updates reached users without manual installs

LostClient, Founder · Self-employed **Dec 2019 – Oct 2023**

- Built and ran an automation platform for a large online game, giving players a scripting API to build their own tools
- Grew it to over 3 million sessions and roughly 20 million hours of runtime
- Built the licensing, authentication and usage analytics behind it, shaping the roadmap from community feedback

Outside the Office

- Personal software ventures and side projects
- Hiking
- Playing drums