

Markus Olsson

Senior Backend Engineer | High-throughput data-intensive systems

Phone: +46 738 428 909 | Email: markusolsson87@gmail.com | LinkedIn: [linkedin.com/in/markusolsson87](https://www.linkedin.com/in/markusolsson87) | Website: dev-olsson.se



SUMMARY

Senior backend engineer with 15+ years of experience building and improving transaction-heavy systems where performance, stability, and clear architecture matter. My core strength is designing data-intensive services and platform components that stay reliable under real load. I work extensively with Java, Spring Boot, Kafka, MongoDB, and Elasticsearch, and I have also taken responsibility for practical AI workflow enablement in engineering teams.

SKILLS

Languages

Java, Groovy, SQL; background in C++ and C#

Backend & Architecture

Spring Boot, Spring Framework, distributed systems, microservices, API design, performance tuning, mentoring and technical leadership

Data & Messaging

Kafka, MongoDB, Elasticsearch, Snowflake, Solace, RabbitMQ, ActiveMQ

Cloud / DevOps

AWS, Docker, Linux/VPS administration, Jenkins pipelines (Jenkinsfile), CI/CD

Other

Gradle, Maven, Hibernate/JPA (familiar), practical AI-assisted development and workflow enablement

EXPERIENCE

Epiceros | Senior Backend Engineer *Mar 2018 – Present*

- Early backend engineer in a small, high-ownership team; initially also handled infrastructure setup such as EC2 and Ansible before focusing mainly on backend systems.
- Designed and built multiple production systems end-to-end, including transaction history and retry flows, a large-scale backoffice search platform, bonus services, session/JWT handling, tracking integrations, and game statistics services.
- Built event-driven, high-throughput services handling several thousand transactions per second, with targeted performance tests reaching 17,000 TPS and 20,000 TPS for critical workloads.
- Built and operated a continuous performance test environment running 24/7 at around 1,000 TPS to validate long-term platform stability.
- Currently helping define practical AI workflows and shared engineering skills inside the organization.

Technologies: Java, Spring Boot, Kafka, Elasticsearch, MongoDB, AWS, Gradle, Keycloak, CI/CD.

Redpill Linpro (Consultant at Pensionsmyndigheten) | Backend Engineer / Developer Experience *Oct 2016 – Mar 2018*

- Worked across backend and frontend platform development, with strong focus on improving frontend developer experience in a Spring Boot-based presentation architecture.
- Co-designed and implemented a hybrid rendering framework combining server-side and client-side rendering, with full fallback for users without JavaScript.
- Built a Spring Boot mocking library that let frontend developers run local applications with JSON-driven mocked responses instead of depending on many backend services.

- Provided daily support, onboarding, tooling improvements, and Java training for frontend-oriented teams, and presented the approach internally and at local meetups.

Technologies: Java, Spring Boot, Handlebars, microservices, REST, Jenkins, Maven, npm.

Kindred Group (Unibet) | Developer / Senior Developer Apr 2011 – Oct 2016

- Worked across several teams over 5.5 years, with the strongest focus on provider integration and shared platform development.
- Helped build reusable integration patterns, shared wallet capabilities, and internal libraries that significantly reduced the time needed to onboard new game providers.
- Contributed to wallet and payment-related performance work in high-transaction environments, including optimization of core financial transaction flows.
- Worked with AppDynamics and Splunk from an application and developer perspective to improve observability and operational understanding.
- Established and ran an internal Java Academy, delivered training in Stockholm and London, organized meetups, and spoke at internal and external technical events.
- Participated in the evaluation of production-ready alternatives during the move away from GlassFish, contributing to the decision to adopt Spring Boot.

Technologies: Java, Spring, GlassFish, Oracle DB, Splunk, AppDynamics, SOAP, REST, ActiveMQ, Solace, Hibernate, JPA, Maven.

Ls Entertainment AB | Developer Oct 2009 – Apr 2011

- Developed back-office functionality for an online poker platform, including integrations with payment providers.

Technologies: Java, JSF, MySQL.

Alternate Ending | Game Programmer (Co-founder) Jun 2009 – Jan 2010

- Co-founded a small game development studio and built game mechanics and prototypes.

Technologies: C++, C#, game development.

PERSONAL PROJECTS

Skriv Svenska (V1 – Live) | skriv-svenska.se

Web app for practicing Swedish grammar, originally built for SFI students. Backend: Java, Spring Boot, Thymeleaf (SSR), MySQL. Deployed on my own VPS with Docker Compose and Jenkins pipelines.

Skriv Svenska (V2 – In development)

Rewrite using Dart/Flutter for cross-platform delivery, exploring a more self-teaching flow with multilingual hints and selected AI-assisted features.

Party Lobby | party-lobby.com

Small party game platform built for family and friends. Backend: Spring Boot with Netty and WebSocket. Frontend: Flutter (Dart) for web.

Self-hosted VPS & CI/CD

Run my own VPS hosting hobby services behind a reverse proxy, with self-hosted Jenkins for builds and deployments.

SPEAKING & COMMUNITY

- Organizer and speaker: Local Development in a Cloudy World
- Speaker: ELK with Spring Boot in the Cloud; Hybrid Rendering
- JCrete 2015 Unconference: discussion driver on microservices

EDUCATION

- PlaygroundSquad | Programmer, Game Programming (Falun, Sweden, 2007–2009)
- Course: Extreme Java – Advanced Topics (Dr Heinz M. Kabutz, 2013, Stockholm)