

# Samuel Söderberg

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## SUMMARY

Software engineer who thrives on the creative process of building digital products. I enjoy combining technical problem-solving with creative thinking to develop engaging solutions, whether that's interactive tools, data visualizations, or experimental projects.

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## EXPERIENCE

### Software Developer

#### Rebase Energy

April 2024 - Present, Stockholm, Sweden

- Designing and implementing end-to-end weather visualization platform, combining React/TypeScript/Mapbox frontend with distributed Python/Docker backend to process and serve forecast data within 60 seconds of source publication.
- Designed customer-facing pipeline visualization system, an intuitive interface for complex energy forecasting data streams.
- Helping develop LinkedIn strategy, with map visualization posts achieving peak follower growth and attracting enterprise client interest

### Founder & Creative

#### Surreal Entertainment Sweden AB

January 2018 - Present, Stockholm, Sweden

- Founded [surreal entertainment](#), a YouTube channel that became one of the top 10 fastest-growing new channels globally in 2018, scaling from zero to 500K subscribers in first year - fastest growth rate among Swedish creators.
- Grew channel organically to 2M+ subscribers and 300M+ views through consistent creation of viral 3D animated content & SEO optimization.
- Created and managed active online community with 20,000-member Discord server and 350,000+ social media followers.
- Produced commissioned 3D animated music videos for artists like Alfons and Mange Makers, managing full project lifecycle.
- Featured in [The New York Post](#), [Newsweek](#), [VICE](#), among others.

### Co-Founder

#### Redditors Studios

April 2019 - March 2022, Stockholm, Sweden

- Built and scaled a network of multi-language [YouTube channels](#) from launch to 150k+ subscribers and 80M+ views.
- Identified bottlenecks in YouTube content creation and helped shape development of a web-based automation tool that cut production time by 95%.
- Expanded tool access to other content creators with user auth + licensing, leading to 200M+ total views across the platform.

### Junior Data Analyst

#### BOMBARDIER

June 2018 - July 2018, Västerås, Sweden

- Developed Visual Basic automation scripts in Excel for data handling and processing, improved efficiency of data analysis workflows by up to 95%.

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## PROJECTS

### Content Killer

Independent Project • [github.com/sasoder/content-killer](https://github.com/sasoder/content-killer) • November 2024 - January 2025

- Built experimental full-stack application that automatically generates full video analyses using Gemini, OpenAI, and ElevenLabs APIs.
- Implemented video processing pipeline with FFmpeg for automated editing based on AI-generated content, project settings & template
- Developed React/TypeScript frontend with TanStack Query and Shadcn UI with a Hono server storing data with a local SQLite database.

### Game Jams

Ludum Dare • [busisen.itch.io/](https://busisen.itch.io/) • October 2022 - April 2024

- Created two games for Ludum Dare game jams, each competing among ~2500 entries.
- Solo-developed 'OVERLOADED!', a warehouse robot simulator placing 13th in Graphics and 51st Overall.
- Developed all gameplay systems for 'Don't Get Summoned!', an office management game ranking 42nd in Innovation and 94th Overall.
- Both built in Unity under 48-hour constraints, implementing physics-based movement and task management systems.

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## EDUCATION

### Master of Science in Computer Science

KTH Royal Institute of Technology • Stockholm, Sweden • 2026

- Specialization track: Visualization and Interactive Graphics

### Bachelor of Science in Computer Science

KTH Royal Institute of Technology • Stockholm, Sweden • 2024

- Bachelor's thesis analyzed jaywalking impact on traffic flow with Python data analysis.

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## TECHNICAL SKILLS

Frontend Development (React, TypeScript, Tailwind CSS)  
Backend & Infrastructure (Python, Java, Cloudflare, Docker, CI/CD)  
Data Visualization (Mapbox, Deck.gl)  
Game Development (Unity, C#, Java)  
3D Animation & Graphics (Blender)  
Video & Editing (Vegas Pro, Premiere Pro, Photoshop)  
UI/UX Design  
Community Management  
Social Media Growth