Jonas Mattes

Experienced software engineer with a focus on building intuitive and accessible web experiences

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LinkedIn

Relevant Experience

Software Engineer · **Freelance**   2024
- Created pixel-perfect, responsive components in React and NextJS with Tailwind
- Analyzed and increased accessibility of website.
- Migrated Angular page to version 18 zoneless with signals
- Analyzed and improved performance of website

Software Engineer · **Google**   Aug 2022 — Dec 2023
- Analyzed utilization patterns and identified opportunities to optimize usage, resulting in increased efficiency and productivity
- Independently worked on identifying, conceptualizing and developing new features, collaborating with team members for planning and alignment
- Ensured highest quality of work through thorough testing, code reviews, and adherence to best practices and standards

Software Engineer · **Zühlke**   Oct 2019 — Jul 2022
- Developed and improved user-friendly interfaces across various platforms. Supported backend integration for improved system cohesion
- Oversaw team progress, ensuring timely delivery of milestones and coordinating tasks effectively
- Worked closely with web and interaction designers, UX teams, and backend developers to ensure seamless project integration
- Developed cross-browser compatible libraries, conducted extensive testing, and provided ongoing maintenance and support

Working Student · **MaibornWolff**   Apr 2017 — Dec 2018
- Developed immersive VR and AR applications using Unity, leveraging cutting-edge technologies to create engaging user experiences
- Explored cutting edge VR and AR technologies with the intent to extract value for potential users
- Contributed innovative ideas and solutions to enhance the functionality and user experience of the applications

Working Student · **BMW**   Jun 2016 - Mar 2017
- Explored and implemented a custom interior control app for the users smartphone, focusing on improving user experience and comfort
- Reverse engineered existing interior control functionalities to refine and integrate them into a more intelligent and comprehensive system

Software Engineer · **KundoXT**   Jan - Mar 2016
- Developed a platform-agnostic smart home app
- Implemented features full-stack where appropriate

Working Student · **Audi**   Jul 2015 – Dez 2015
- Researched and implemented an in-car VR experience using live vehicle data
- Researched user acceptance of the prototype

Skills

Programming Languages
JTypeScript, HTML, CSS, Java, C#

Libraries & Frameworks
Angular (NgRx & RxJS), React, NextJS, Gatsby, Stencil, Web Components, Redux, Spring Boot, Tailwind, Nest, jest, Cypress, Rollup, Webpack, Mongoose (MongoDB/NoSQL)

Tools & Platforms
Git, GitHub, GitLab, Jira, Figma, SonarQube, OpenShift, Jenkins, BrowserStack, Miro, Lighthouse, Photoshop

Education

LMU Munich
Master of Science in Media Computer Science with a focus on virtual reality and web development

University of Ratisbona
Bachelor of Arts in Media Computer Science with a focus on usability

Languages

German: Mother tongue
English: Fluent

Interests

Accessibility, usability & user experience, photography, snowboarding