

# Jonas Mattes

Experienced software engineer with a focus on building intuitive web experiences

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## Relevant Experience

### 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

JavaScript (ES2015+), TypeScript, HTML, CSS, Sass, Java

### Libraries & Frameworks

Angular (NgRx & RxJS), Stencil, React, Redux, Spring Boot

### Tools & Platforms

Git, GitHub, Figma, Webpack, 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

Usability & user experience, accessibility, photography, snowboarding