Jonas Mattes
Software Engineer (Full-Stack)

I like building fast, reliable and accessible web experiences over the full stack. Also, I love a good challenge. If you got one - hit me up!

Experience

2024 - Current
Freelance
I improved web applications by creating responsive, high-quality components that enhanced user experience across devices. Also boosted accessibility and led a key migration to streamline performance, resulting in a faster, more efficient and accessible website overall.

2022 – 2023
Google
Optimized code review process for Google engineers by analyzing utilization patterns and identifying opportunities to optimize usage, resulting in increased efficiency (25 SWE) productivity and user satisfaction. Planned and monitored rollout procedures of multiple features to over 80k users. Validating user satisfaction and success of the feature along the way.

2019 – 2022
Zühlke
Build, style, ship and maintain high-quality, customer-facing websites for various clients. Supported backend integration for improved system cohesion. Oversaw team progress

2015 – 2018
Audi, BMW, MaibornWolff, KundoXT
As a working student, I explored emerging technologies to create innovative digital solutions, focusing on enhancing user experiences across industries. I designed and implemented cutting-edge automotive VR/AR applications, smart home systems, and vehicle control technologies, leveraging full-stack development and advanced platforms like Unity.

Skills

- TypeScript wizard
- Angular, React, Java
- NextJs, Stencil, Tailwind, Redux, Spring Boot, Nest
- Jest, Karma, Cypress, BrowserStack
- CI/CD, OpenShift

Education

2016 - 2018
Media Computer Science
Master Sc., LMU Munich

2012 - 2016
Media Computer Science
Bachelor, University of Ratisbona

Contact

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