Jonas Beer

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EDUCATION

University of Applied Sciences St. Pölten — Sep. 2022 – Present
Bachelor of Science in Engineering in Creative Computing — *St. Pölten, Austria*
- GPA: 3.9 out of 4.0
- Relevant Coursework: Web Development (Vue.js, Node.js, Express.js, Nuxt), Machine Learning, Applied Computer Vision, UX / UI Design, Native Android Development, C-Sharp Development

Goethe Gymnasium Regensburg — Sep. 2012 – July 2020
Abitur (University Entrance Qualification) — *Regensburg, Germany*

EXPERIENCE

Software Developer — Dec. 2024 – Present
TeamViewer, Internship — *Linz, Austria*
- Refactored key components in a React/Vite frontend, improving code maintainability and readability, and contributed to debugging and resolving API issues in a full-stack environment with Java/Kotlin backend

Software Developer — Jul. 2024 – Nov. 2024
JobUfo GmbH, Internship — *Remote*
- Designed and developed a shift planning application with Python, Django, and PostgreSQL, incorporating REST APIs for seamless data synchronization, enhancing time-tracking efficiency and shift oversight
- Developed an internal tool leveraging the same tech stack that streamlined the customer request process, resulting in faster response times and increased efficiency for the team

Working Student in Data Classification — Oct. 2022 – Present
JobUfo GmbH — *Remote*
- Conducted quality assurance to ensure high data standards and support system development

PROJECTS

Fullstack Marketplace (GitHub) | *Vue.js, Vite, Tailwind CSS, Node.js, Express, MySQL* — June 2023
- Utilized Vue.js, Vite and Pinia to create a reactive Frontend with state management and dynamic UI
- Leveraged Node.js, Express.js and MySQL for the backend, and JWTs for secure user authentication

3D Unity Game "Ragedoll" (GitHub) | *Unity, C#, Blender* — June 2024
- Collaborated in a 4-person team to conceptualize, design, and develop a Unity-based game, rebuilding core game logic (save/load functionality, player state management, and enemy AI systems with pathfinding and attack logic)
- Designed and implemented a user-friendly UI for seamless player interaction, improving gameplay experience.

Password Manager, Team of Two (GitHub) | *Kotlin, Jetpack Compose* — Jan. 2024
- Utilized Jetpack Compose, the Android KeyStore system, and SQLCipher to password manager Android
- Conducted Usability Tests and implemented the learnings into the final application

2D Browser Game "Mutiny" (GitHub) | *HTML, CSS, JavaScript* — Jan. 2023
- Created a 2D pirate game in two weeks utilizing HTML, CSS, and JavaScript

SKILLS AND INTERESTS

Languages: German (native), English (C1), Spanish (A2+)
Programming: Python, JavaScript, Vue.js, Nuxt, Node.js, MySQL, JSON, HTML, CSS, Kotlin, C#, REST, Django
Developer Tools: Git, VS Code, IntelliJ, Figma, Pytest, Jupyter Notebook
Interests: Web Design, Machine Learning, Sports, Philosophy, Artificial Intelligence

REFERENCES

Name: Thomas Paucker | Managing Director at JobUfo GmbH
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