

Jonas Beer

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EDUCATION

University of Applied Sciences St. Pölten

Bachelor of Science in Engineering in Creative Computing

Sep. 2022 – Present

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

Abitur (University Entrance Qualification)

Sep. 2012 – July 2020

Regensburg, Germany

EXPERIENCE

Software Developer

TeamViewer, Internship

Dec. 2024 – Feb. 2025

Linz, Austria

- Built a translation feature for AI session insight summaries, enabling multilingual PDF export
- Drafted the initial architecture for an upcoming confidential feature in collaboration with senior developers

Software Developer

JobUfo GmbH, Internship

Jul. 2024 – Nov. 2024

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 Quality Assurance

JobUfo GmbH

Oct. 2022 – Present

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, HTML, CSS, Kotlin, C#, REST, Django, OOP

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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Name: Dipl.-Ing. Michael Macher, BSc MSc | Adjunct Professor for Web Technologies

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