

Jonas Beer

contact@jonasbeer.com | linkedin.com/in/jb-cc | github.com/jb-cc | jonasbeer.com

PROFILE

Software engineer focused on production backend systems, business integrations, and full-stack product development. Experience with event-driven services, production observability, platform integrations, and operational software.

EXPERIENCE

Junior Software Engineer

Sep. 2025 - Present

TeamViewer, Full-time

Linz, Austria

- Backend engineer on the integrations team, working with Kotlin, Spring Boot, event-driven services, and production observability.
- Designed and implemented an event-driven offboarding flow across multiple services with NATS JetStream.
- Added Prometheus and Grafana monitoring for a new service, including operational dashboards and alerts.

Software Developer

Dec. 2024 - Feb. 2025

TeamViewer, Internship

Linz, Austria

- Built a translation service for multilingual AI session-summary PDF exports.
- Contributed to early architecture work for TeamViewer Intelligent Agent (TIA).

Software Developer

Jul. 2024 - Nov. 2024

JobUfo GmbH, Internship

Remote

- Built a Django and PostgreSQL shift-planning application.
- Built an internal system for central customer-request handling.

Quality Assurance

Oct. 2022 - Jul. 2024

JobUfo GmbH, Working Student

Remote

- Conducted quality assurance to support high data standards and system development.

EDUCATION

University of Applied Sciences St. Pölten

Sep. 2022 - Oct. 2025

B.Sc. in Engineering in Creative Computing

St. Pölten, Austria

- Graduated with Distinction, GPA: 3.9 out of 4.0.

SELECTED PROJECTS

Android Password Manager (GitHub)

Jan. 2024

Kotlin, Jetpack Compose, Android KeyStore, SQLCipher

- Built protected local credential storage and refined the main flows through usability testing.

Fullstack Marketplace (GitHub)

June 2023

Vue.js, Pinia, Node.js, Express, MySQL

- Built a reactive frontend, a database-backed API, and JWT-based authentication.

3D Unity Game Ragedoll (GitHub)

June 2024

Unity, C#, Blender

- Rebuilt save and load logic, player state, and enemy AI in a four-person team.

SKILLS

Languages: German (native), English (C1), Spanish (A2+)

Programming: Java, Kotlin, Spring Boot, NATS JetStream, PostgreSQL, Docker, Prometheus, Grafana, Python, TypeScript, Vue.js,

Nuxt, Node.js, HTML, CSS, C#, REST, Django, OOP

REFERENCES

Verified references: jonasbeer.com/references

Direct referee contact details are available on request.