

Dominik Jessen

SOFTWARE ENGINEER

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Skills

Tech React, Next.js, JavaScript, TypeScript, HTML, CSS, Tailwind, Node.js, Python, Java, SQL, MongoDB
Tools Git, Figma, Zeplin, Linear, Jira, Confluence, Webflow, Google Analytics

Experience

Tractable

London, UK

PRODUCT MANAGER, OCR & PLATFORM

Jan 2022 - Apr 2023

- Established product strategy, roadmap, OKRs, and capacity plan for 3 teams with a total of 16 team members across Engineering & Research
- Achieved accuracy improvements for ML product for the Japanese insurance market that increased claims processed by 10x
- Enhanced UX for core product by automating a 5-10min task increasing license utilization by >100% for single largest client
- Released a new internal processing tool reducing manual intervention by 85%, subsequently saving >\$1MM in yearly costs

Uni-Life

Amsterdam, NL

PRODUCT MANAGER

Oct 2019 - Nov 2021

- Led product strategy & development for a campus community SaaS for student engagement posting average YoY ARR growth of 175%
- Shipped native mobile and web product features that led to 7x more MAU and increased per-user engagement time by 310%
- Built usage dashboard using React, Chart.js & Node.js/Express for weekly engagement updates for sales & marketing team

Celonis

Munich, DE

PRODUCT MANAGER (INTERN), RPA & TASK MINING

Mar 2019 - Jul 2019

- Forged first product vision, strategy, and roadmap for a greenfield product in the RPA space piloted with 3+ clients
- Directed a team of 2 engineers and 1 designer developing and iterating a ready-to-ship MVP in 2 months
- Promoted internal PM collaboration by facilitating >10 PM intro sessions for all new hires in Product

Sovanta

Heidelberg, DE

SOFTWARE ENGINEER, FRONTEND

Jul 2016 - Jul 2017

- Deployed various features for a purchasing & sourcing AngularJS web app for a global retail client in an agile team of 6
- Designed 10+ REST API endpoints in tandem with an external backend development team
- Improved code quality and reduced technical debt from 16 to 2 days utilizing SonarQube refactoring

Education

Erasmus University Rotterdam, RSM

Rotterdam, NL

M.Sc. - INNOVATION MANAGEMENT

Sep 2019 - Jul 2020

- Selected coursework: Innovation Strategy, Project Management, Design Thinking

University of Mannheim

Mannheim, DE

B.Sc. - BUSINESS INFORMATICS

Sep 2015 - Dec 2018

- Selected coursework: Foundations of Computer Science, Algorithms & Data Structures, Software Engineering

Projects

Yes, Chef! - Weekly meal planning app

www.yeschef.recipes

NEXT.JS, TYPESCRIPT, TAILWIND, RADIX UI, AUTH.JS, MYSQL

- Developed a web application to streamline weekly meal planning using Next.js 13 with server actions and a MySQL database
- Integrated user authentication with Auth.js so users can use their recipes as well as the built-in recipe discovery API to plan their meals

Cinemojis - Movie-emoji guessing game

www.cinemojis.com

NEXT.JS, TYPESCRIPT, TAILWIND, SHADCN/UI, SUPABASE

- Launched a web application with user management where players decode movies from emojis using Next.js & Supabase
- Added a Wordle-like curated daily challenge mode and all-time game player statistics utilizing Supabase's Deno Edge Functions

Splendor - Digital board game

JAVA, JAVA FX, SQLITE

- Created a digital version of the board game "Splendor" with network client, AI, persistent database, and chat as a team of 5
- Led development of the game's frontend using JavaFX, the game's database using SQLite and JDBC, and wrote unit tests using JUnit