

Dominik Jessen

SOFTWARE ENGINEER

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Skills

Tech TypeScript, JavaScript, React, Next.js, HTML5, CSS3, Tailwind, SQL, Node.js, Express, Java
Tools Git, Figma, Zeplin, Linear, Jira, Confluence, Webflow, Google Analytics

Experience

Tractable

London, UK

PRODUCT MANAGER, OCR & PLATFORM

Jan. 2022 - Apr. 2023

- Led a team of 5 engineers and 2 researchers working on an ML product for the Japanese insurance market increasing claims processed by 10x
- Launched a new internal processing tool reducing manual intervention by 84%, subsequently saving >\$1MM in yearly costs
- Improved UX for core product by automating a 5-10min task increasing license utilization by >100% for single largest client
- Coordinated various cost-saving efforts across multiple engineering teams to save >\$600K in annualized costs

Uni-Life

Amsterdam, NL

LEAD PRODUCT MANAGER

Nov. 2019 - Nov. 2021

- Managed product strategy & development for a campus community SaaS for student engagement posting average YoY ARR growth of 175%
- Shipped and iterated 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 and monthly 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

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

Education

Erasmus University Rotterdam, RSM

Rotterdam, NL

M.Sc. - INNOVATION MANAGEMENT

2020

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

University of Mannheim

Mannheim, DE

B.Sc. - BUSINESS INFORMATICS

2018

- Selected coursework: Algorithms & Data Structures, Software Engineering, Human-Computer Interaction

Projects

Cinemojis

cinemojis.com

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

2023

- Built a web application where players have 5 tries to decode a movie from 1-5 emojis mainly using Next.js & Supabase
- Implemented authentication and user management so users can sign up and create their own movie-emoji sets for others to play
- Added a Wordle-like curated daily challenge mode and all-time game player statistics utilizing Supabase Edge Functions

Shortout

github.com/dominikjessen/shortout

TYPESCRIPT, TAILWIND, WEBPACK

2023

- Developed a Chrome extension that lets users hide all Shorts from their YouTube subscription box using vanilla JavaScript/TypeScript
- Users can whitelist channels persistently (using localStorage) to only hide Shorts they don't want to see

Splendor

JAVA, JAVA FX, SQLITE

2017

- Created a digital version of the board game "Splendor" with network client, AI, persistent database, and chat supporting Giphy
- Led development of the game's frontend using JavaFX, the game's database using SQL and JDBC as a member of a team of 5