



Johannes Lindgren

Staff Software Engineer

johannes-lindgren@hotmail.com

+420 774 963 490

Prague, Czech Republic

Profile

Staff Frontend Engineer with extensive experience building complex, high-performance web editors and reusable frontend libraries. Acts as a technical lead, guiding architecture decisions, mentoring peers, and driving best practices in modern frontend technologies. A hands-on, independent learner with a deep interest in computer science.

Employment History

Staff Frontend Engineer vid Storyblok GmbH, Prague

Jun, 2024 – Present

- Further promoted to be the company's first staff engineer, reflecting leadership in technical architecture and team mentorship.
- Lead developer on the company's three most innovative, market-defining features: Concept Room, Blueprints, and Content Planner—driving product vision and technical execution.
- Further promoted to be the company's first staff engineer, reflecting leadership in technical architecture and team mentorship.
- Lead developer on the company's three most innovative, market-defining features: Concept Room, Blueprints, and Content Planner—driving product vision and technical execution.
- Building the core functionality for the next major upcoming feature, which lets users compare and merge JSON content in a three-way-merge algorithm. This feature was announced in the keynote of Storyblok's JoyConf conference.
- Reviews all frontend-related feature specifications and advises cross-functional teams, including Product Management, Design, Documentation, and Developer Experience.

Senior Frontend Engineer vid Storyblok GmbH, Prague

Apr, 2024 – May, 2025

- Lead developer on the Concept Room—an innovative product focused on real-time collaboration with an interactive editor.
- Lead developer on Blueprints—a feature that lets anyone bootstrap a new website or project quickly with a range of frameworks on different platforms.
- Led the technical interviews for all frontend engineering candidates, including senior managers.
- Established the company's frontend coding standards. Implemented a CI workflow to streamline development and ensure quality. Successfully revived a stalled TypeScript migration, guiding the team to resolve over 10,000 type errors.
- Built a sophisticated open-source parsing library, and integrated it internally to address recurring problems within the product.

Full-Stack Developer vid Storyblok GmbH, Prague

Apr, 2022 – Mar, 2024

- Nurtured the partner ecosystem by developing libraries and starter projects.
- Expanded the app store by developing multiple integrations.
- Supported sales, marketing, and customer relations at conferences and in technical calls with clients.
- Internally hired by the product frontend team.

Developer Advocate vid Pricefx, Prague

Nov, 2020 – Mar, 2022

- Enhanced the development experience by inventing productivity-increasing tools, including a Kotlin HTTP client and a maven plugin for continuous deployment.
- Facilitated learning for developers by introducing open-source projects and expanding the documentation.
- To increase the accessibility of information, developed a high-performing and searchable developer portal with Next.js, Typescript, React, Asciidoc, Algolia, and a Headless CMS.

Software Trainer vid Pricefx, Prague

Sep, 2019 – Oct, 2020

- Increased the company's reach among its customers and partners by developing and teaching a five-day course for Java developers.
- Qualified technical candidates by introducing four technical certifications.
- Scaled the training capacity by implementing a Learning Management System together with a full-stack application in Spring Boot and Angular.

Support Center Analyst vid NNIT, Prague

Nov, 2017 – Aug, 2019

- Performed first-level troubleshooting and reported issues. Created automation scripts to raise the team's productivity.

Substitute Teacher, Gothenburg

Apr, 2016 – Oct, 2017

- Taught mathematics, natural sciences, and history for elementary school- and gymnasium students.

Programmer vid RUAG Space AB , Gothenburg

May, 2015 – Jul, 2016

- Two internships summer of 2015 and summer of 2016.
- Developed a plugin for mass actions in Visual Basic to allow integrated circuit designers to save time.
- Converted and modernized a testing toolkit for RISC processors from Tcl into C++.

Education

Engineering Physics vid Chalmers University of Technology, Gothenburg
Aug, 2013 – Feb, 2016

Computer Science vid Polhemsgymnasiet, Gothenburg
2010 – 2013