

Matheus Mendes

Software Engineer

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EXPERIENCE

Midjourney — Software Engineer — midjourney.com Feb 2025 – Present · San Francisco, CA

- Owned the social profiles feature end to end: redesigned profile pages, user following, and a new "Spotlighting" interaction for highlighting favorite creations.
- Rebuilt the web editor to support multiple layers and layer rotation, redesigning the entire editor around the new tools.
- Shipped an out-of-credits upsell flow for purchasing credits and plan upgrades that paid for my salary within weeks of launch.

Dema.ai — Software Engineer — dema.ai Apr 2023 – Feb 2025 · Stockholm, Sweden

- Full-stack ownership of the core web app of an e-commerce profitability analytics platform.
- Led and single-handedly built the Product Segmentation feature that secured multiple clients; it handles and labels tens of thousands of products per day.
- Built the Shopify integration handling all order and inventory data, then consolidated all e-commerce integrations into a Turborepo monorepo deployed to Kubernetes, saving hours of dev time.
- Developed the application side of the Marketing Mix Model feature; migrated legacy SASS components to a custom Chakra UI design system.

Lovable — Web Engineer (Contract) — lovable.dev Nov 2024

- Built the landing page for Lovable's rebrand and third launch in a matter of days — the launch that made them the fastest-growing company in Europe.

Acasting — Founding Engineer (Part-time) — acasting.se Nov 2023 – Feb 2024

- First engineer of two; built the entire casting platform end to end and launched v1 in under a month, growing from 0 to 20k+ users.
- Owned every technical decision across the entire stack, from architecture and data modeling to infrastructure and frontend.
- Built a custom in-house chat, cutting costs by \$500+/month; handled billions of row reads and millions of row writes.
- Built Airbnb-style location search across 1,000+ locations and contributed to the recommendation engine.

Techover Talent — Developer Coach Jun 2022 – Apr 2023 · Stockholm, Sweden

- Coached 50+ bootcamp students in web development and built the platform they used for coding-challenge competitions.

MMR Solutions — Full-stack Developer May 2021 – Jun 2022 · Stockholm, Sweden

- Worked as a full-stack web development consultant, while still in high school.

SELECTED PROJECTS

Jmail / JeffTube / JCal — jmail.world 2026

Open-source platform making the Jeffrey Epstein case files accessible. Built and scraped all data for JeffTube solo, later built the entire JCal frontend. 150M+ total views; featured in major news outlets.

Spidey Sense — npmjs.com/package/spidey-sense 2026

npm package for vibe coding from your own site: click any element in a local React app, describe a change, and Claude/Codex edits the source on disk. Vite + Next.js plugins, parallel agent jobs.

Vercel UI — vercel-ui-phi.vercel.app 2024

Creator and sole maintainer of a React component library inspired by Vercel's design system, tackling multi-part component issues ShadcnUI skips over.

CSS-only Rubik's Cube & Sudoku — cube.immatheus.com, sudoku.immatheus.com 2022, 2025

Fully functional 3D Rubik's cube and sudoku game built with zero lines of JavaScript — pure CSS.

SKILLS

Languages & frameworks: TypeScript, JavaScript, Go, SQL · React, Next.js, React Native, Node.js, GraphQL

Infra & tooling: Docker, Turborepo, Google Cloud Platform

Spoken languages: English, Swedish, Portuguese, Spanish

BEYOND CODE

a16z Scout (Apr 2025 – Present): source and refer early-stage startups for investment as part of the Andreessen Horowitz scout program.

Professional Overwatch player (2017 – 2020): peaked top 30 in Europe on PlayStation, top 500 for 2+ years; represented Scandinavia in the PlayStation World Cup.

CSS Battles: ranked in the top ~1,000 of 350k+ players globally.