

Matías **Kupfer**

Full-stack Software Developer

Strong front-end foundation (Angular, TypeScript) and growing focus on backend systems, cloud infrastructure, and DevOps (Django, GCP, CI/CD, observability tooling). I enjoy complex, cross-functional problems — from building real-time monitoring systems to designing scalable architectures — and I'm drawn to creative, pragmatic solutions where the path isn't obvious.
Passionate about the intersection of high-performance front-end architecture and intuitive UI/UX to maximize user retention and platform scalability.

About me

Residence status
C-Bewilligung
Address
Zurich, Switzerland
Phone
+41 76 779 45 96
Email
matiaskupfersubi@gmail.com
Website
matiaskupfer.ch
LinkedIn
linkedin.com/in/matias-kupfer/

Technical skills

Front-End: TypeScript, Angular, React, Swift, UI/UX, Flutter, Tailwind, Highcharts, HTML, CSS, Material Design

Back-End: Python, Django, FastAPI, REST APIs, Pandas, Node.js

Cloud & DevOps: GCP, OpenShift, CI/CD, Docker, Grafana, Prometheus, SQL + migrations, InfluxDB

Other: Auth0, Git, Jira, SCRUM

Education

2018-2020
Certificate of Higher Education
Web Application Development
Institute Vidal i Barraquer, Tarragona

2016-2018
Certificate of Higher Education
Systems and Networks
Institute Vidal i Barraquer, Tarragona

Language

German - B2
English - Professional
Spanish - Native
Catalan - Native

Experience

May 2024 - September 2026
Irmos Technologies | Zürich
Software developer & frontend lead

Tech Stack: Angular, TypeScript, Python, Django + migrations, Pandas, Auth0, GCP, Grafana, Prometheus, CI/CD, SQL & SQLite

- Designed and built a Grafana + Prometheus observability dashboard covering the company's full infrastructure — hardware, data pipelines, and software — cutting manual monitoring time by 2-3 hours/day per team
- Led front-end development for real-time structural health data visualization, from UI design to deployment
- Built scalable back-end systems with Django, including secure authentication via Auth0
- Accelerated feature delivery by 25% by integrating AI coding assistants and autonomous agents into the dev workflow
- Presented the platform and product vision to investors and industry leaders at a tech event in Bilbao, Spain
- Supervised two thesis students end-to-end — coordinating meetings and feedback, and providing technical know-how and content guidance

August 2023 - February 2024
Pulze AI | San Francisco (remote)
Full stack developer (Contractor)

- Contracted for a 5-month term to help launch an early-stage AI routing startup, working end-to-end from design docs to deployed features
- Designed and built Flowz end-to-end — a feature enabling custom processing between request and response (e.g. prompt rewriting/translation) — owning the design doc, feedback collection, database migrations, API endpoints, front-end, and package research
- Integrated multiple LLM providers (OpenAI, HuggingFace, MosaicML) into the platform, enabling flexible model switching
- Evaluated and selected LLM providers based on performance, cost, and compatibility with the platform's architecture
- Introduced authentication and authorization using Auth0
- Implemented the landing page from Figma designs provided by the UI/UX team

February 2022 - June 2023
Avaloq | Zürich
Full stack & frontend developer (Contractor)

- Developed front-end features for the Avaloq wealth management platform using Angular
- Implemented UX/UI designs from Figma into production code
- Managed constellation deployments and version releases using OpenShift and Jenkins, improving release reliability and uptime
- Implemented authentication and authorization using Airlock WAF and IAM
- Administered databases supporting the Avaloq Core Product and its dependencies

February 2021 - December 2021
Scayla AG | Winterthur

Angular developer

- Full frontend development
- Asynchronous programming with backend endpoints
- Implemented and build a calendar module connecting with Microsoft's, Google's and other providers' APIs..
- Testing (Karma)
- SCRUM Agile software development.
- Implemented and adapted text editor to use case following the design guides.

Older experience.

2020-2021 Angular developer at Hiberus tecnología | Barcelona.

2019-2020 internship Movertis | Tarragona.

PROJECTS

GITHUB

ITERO APP

MADE USING SWIFT, UIKIT & FIREBASE.
2023

Keep track of all the flights you've taken with ease! With our app, you can easily add the origin and destination, airline, price, and duration of each of your flights.

apps.apple.com/app/itero

TRIVIA WEB

MADE USING **REACT**, FIREBASE, JAVASCRIPT, NODEJS AND OTHER TECHNOLOGIES.
2020

Trivia game which allows to choose the category and create games with passwords to play with other players. It uses React as front-end framework which connects to Firebase via websockets and the API programmed in node.js over Express using HTTP.

GitHub

YOURPAGE WEB

MADE WITH **ANGULAR**, NODE.JS AND FIREBASE AMONG OTHER TECHNOLOGIES.
2020

A personal blog where anyone can sign up, set up a profile and start posting and interacting with other accounts. It uses Angular as front-end framework which connects to Firebase via websockets and the API programmed in node.js using HTTP.

GitHub

CRYPTO-TRANSACTIONS WEB

MADE USING **REACT,** SOLIDITY AND JAVASCRIPT.
2022

Web3 app made with React. Send transactions through the Ethereum Rapsten Test Network and check your latest.

GitHub

UNO GAME WEB

MADE USING **ANGULAR**, FIREBASE AND EXPRESS AMONG OTHER TECHNOLOGIES.
2020

Web application based on card game. Anyone can create or join a game using a code and a password. Front end uses Angular and SCSS with responsive design. Firebase websockets allow realtime playing.

GitHub FE GitHub BE

YOURPAGE APP APP

MADE USING **FLUTTER**, DART, EXPRESS, FIREBASE AND NODE.JS
2020

Android & iOS app made with Flutter based on Yourpage application which connects to the same backend as the web client allowing the same functions to be done from a mobile device. Made with Flutter using dart and Firebase as backend.

GitHub

MARIO-CHART WEB

MADE USING **ANGULAR** & ANGULAR MATERIAL, FIREBASE AND SCSS.
2020

Very simple project made overnight to keep track of Mario Kart's results so you can see the overall score and some interesting data with charts

GitHub