JONAS GRØNDAHL PETERSEN

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TypeScript · AI & RAG systems · AWS · FullStack · DevOps

PROFESSIONAL EXPERIENCE

Lead Engineer — The LEGO Group (Sep 2022 – Present)

- Technical Lead for a 10+ engineer product team responsible for the architecture and lifecycle of 25+ employee-facing workplace applications.
- Defined long-term technical strategy, architecture standards, and engineering principles aligned with enterprise objectives.
- Accountable for architectural integrity, security posture, scalability, and total cost of ownership across the application portfolio.
- Partnered with product and business leadership on roadmap planning, translating strategic initiatives into executable technical direction.
- Led cross-team architectural alignment and vendor selection processes, ensuring long-term ecosystem fit and modernization readiness.
- Scaled the team from 2 → 10 engineers, contributing to hiring, mentoring, and establishing sustainable engineering practices.
- Served as Interim Tech Lead for a 10+ developer team delivering LEGO Chat (China), LEGO Me Teams App, and LEGO Me within 5 months.
- Actively contributed to high-impact architectural decisions, system design reviews, and complex implementation work.
- Initiated and prototyped an enterprise multi-modal AI assistant (RAG + tool orchestration) that later evolved into LEGO Me (2025).

Senior Software Engineer — The LEGO Group (Oct 2019 – Sep 2022)

- Architected and built multi-tenant, cloud-native employee platforms from scratch, including event management and visitor systems at enterprise scale.
- Designed REST and event-driven APIs following industry best practices.
- Led infrastructure provisioning using Infrastructure as Code (Pulumi, AWS CDK) across AWS and Azure.
- Built and optimized CI/CD pipelines enabling reliable, automated deployments and testing workflows.
- Contributed heavily across frontend, backend, mobile, and infrastructure layers.

Senior Software Engineer — Part-time — Feastly Ltd (Jan 2022 – Jun 2022)

- Built a cross-platform mobile application processing 500–1000 daily food orders in London using React Native.

Software Developer — Wexer (Dec 2016 – Oct 2019)

- Developed and evolved the frontend architecture for the company's primary product ("Virtual Player") and contributed to backend services and internal tools.

SELECTED PROJECTS

Catering Services Platform (2024)

- Designed and built a full-stack internal ordering and administration platform including Outlook add-in and modern Next.js backend architecture.

Coach-T (2022)

- Designed and implemented a subscription-based fitness SaaS platform with real-time messaging, AWS backend, and mobile clients.

EDUCATION

Master of Science in Computer Science
University of Southern Denmark, 2025