

# PATRIK SCHULZE

Chief Technology Officer | Senior Software Engineer | Generalist

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## SUMMARY

EU Citizen. Started programming in 2001, professionally since 2008. Senior software engineer.

Extensive and broad engineering background. Experience in business management and development.

Value elegant simplicity and avoid complexity. Technology Agnostic. Generalist.

Love learning entire systems and how all parts interconnect. Architectural mindset. Including non-technical aspects.

Interest and understanding of business and big picture. Product focused.

Leadership, decision making, team synergy, diplomacy. BSc in media informatics.

AI Experience: Davinci, GPT 3 - 4o1, Claude Sonnet, Mistral, Llama, DeepSeek, Fireworks, Nebius, Runpod, HuggingFace

## CHIEF TECHNOLOGY OFFICER, LEAD PROGRAMMER

ONE ACT Inc, PieceX - TOKYO, JAPAN

April 2018 - Present

PieceX



- Architecture and maintenance of full stack systems, devops, tools and utilities. Data analysis.
- Web, Frontend, Backend, command line tools, server administration, scripts.
- Systems programming, systems architecture. Consulting. Documentation.
- Designing process, defining coding guidelines and methodologies.
- Interfacing with marketing, sales, investor, management. Hiring. Mentoring engineers.
- Code Reviews. Leadership & team synergy.
- Hybrid remote work before COVID, fully remote work ever since.
- Various Artificial Intelligence, Machine / Deep learning solutions. Also generative LLM solutions.

## FULLSTACK SOFTWARE ENGINEER

ECX.IO IBM - DUSSELDORF, GERMANY

August 2017 - January 2018

ecx.io  
an IBM Company

- Development and ownership of B2B web solutions. Performance optimizations. Consulting.
- Meetings with clients. UI & UX. Refinement of tech stack. Frontend and backend fullstack.
- Agile Scrum. Seminars. Documentation. Teaching employees. Business travel.

## C# SOFTWARE ENGINEER

Cadosys GmbH - LANGENFELD, GERMANY

June 2016 - April 2017

CADOSYS

- Windows B2B application engineering using C# for data processing and analysis
- Database programming, bug fixing, developing new features, documentation, usability,
- Algorithms. UI and UX design. Fully remote work. C# dot NET and SQL

## JAVA ENGINEER

Oracle Maxymiser - DUSSELDORF, GERMANY

June 2015 - September 2015

ORACLE®  
maxymiser®

- Fixed contract position. Java database management, tool development
- Filtering & algorithms of large dataset. User journey and experience reviews, analytics
- Web programming. 3D modelling.

## INNOVATION SOFTWARE ENGINEER (R&D)

Net mobile, NTT Docomo – DUSSELDORF, GERMANY

March 2013 – March 2015

- Telecom R&D software engineering. MVP prototyping. Autonomous development and ownership.
- Forking of Firefox OS. Porting OS to various Devices for varying use-cases. Including UI/UX.
- Architecturing of Bluetooth LE advertisement coupon system for mobile.



## INNOVATION SOFTWARE ENGINEER (R&D)

Essen University Hospital, ENT Clinic, Research Dept – ESSEN, GERMANY

December 2008 – December 2014

- Generalist Software Engineer. Hospital research department.
- Management of databases for medical, research and student purposes.
- Architecture of databases, clinic website, content, student- and scientific tools. UI, UX.
- Hybrid remote



## BACHELOR OF SCIENCE – MEDIA INFORMATICS

University of Applied Sciences Dusseldorf



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## PROJECTS

- Product reviews analysis system using Davinci 3, before ChatGPT
- Knowledge about latent space navigation, prompt engineering and simulacrams
- Development of multimodal AI buddy system, digital presence, virtual person using Whisper, CLIP, LLMs and more
- Development of autonomous AI agent system, splitting AI into multiple agents to autonomously work on tasks
- Numerous Websites including all elements: backend, frontend, database, interfaces, server dev ops
- Numerous desktop applications, most using Electron, some C# dot net
- Numerous games in 2D and 3D, custom 2D game engine, physics and editor, others using Unity3D
- Many command line tools for various tasks, from web scrapers, automation tools, bots, data processing etc
- Media creation: VR, video, audio, images, 3D modelling, 2D (Photoshop, Premiere, Blender, Maya, Unity3D, etc)

## TECHNOLOGIES

**AWS:** EC2, IAM, S3, RDS, Route 53, Lambda, CodePipeline, Cloudwatch, Code Deploy, WAF, Elastic Beanstalk etc

**AI:** Davinci, GPT 3 – 4o1, Claude Sonnet, Mistral, Llama, DeepSeek, Fireworks, Nebius, Runpod, HuggingFace, SageMaker, Stable Diffusion, DALL-E, Whisper, CLIP Computer vision

JavaScript, C# .NET, PHP, Java, Android, MySQL, C++, C, Assembly, Python, Objective C, Ruby, TypeScript, CSS, SCSS, Linux, Mac, Windows, bash, WebGL, OpenGL, ExpressJS, Spring, Docker, VMs, git, REST, NPM, pip NodeJS, Puppeteer, React, Electron, Bitcoin, Ethereum, Solidity, QT, Jenkins, Nightmare JS, Mocha Chai, Selenium

## INTERESTS

OPSEC, Cryptography, Artificial Intelligence & Automation, Law, Diplomacy, Negotiation, Communication, Psychology, Electronics, Digital Logic, Science, Physics, Quantum Physics, Astrophysics, Finance & Economics, Games, Movies