

# Elia Hilse

[elia@eliahilse.com](mailto:elia@eliahilse.com) · [in eliahilse](https://in.relation.to/@eliahilse) · [@eliahilse](https://twitter.com/eliahilse) · [@eliahilse](https://mastodon.social/@eliahilse) · more context at [eliasvc.com](https://eliasvc.com)

## EDUCATION

**Dresden University of Technology**  
*B.Sc. in Applied Computer Science (paused for work)*

Dresden, Germany  
October 2023 – Present

**Konrad Adenauer Stiftung**  
*Scholarship*

Dresden, Germany  
October 2023

**Philipp-Melanchthon-Gymnasium**  
*Graduated with 1.00 (top 100 graduates nationwide)*

Bautzen, Germany  
July 2023

## TECHNICAL SKILLS

**Languages:** TypeScript, Python, C++, Rust, Java, C#, PHP

**Concepts:** Distributed Systems, Low-Latency/High-Availability Architecture, Real-time Systems, Baremetal Infra, AI Agent Infrastructure, Queues, Containers, Horizontal Scalability, Microservices, Payment Processing, Event-Driven Automation, DRM Systems, Blockchains / Decentralized Markets

## EXPERIENCE

### Instinct

*Founding Engineer*

San Francisco, CA  
Oct. 2025 – Jan. 2026

Built all core platform primitives and frontend for the enterprise offering (Meta Ads but for UGC), e.g.:

- A double-entry ledger system processing \$300k+ in payouts and invoicing
- AI review pipelines re: posts, applications, task completion and payouts, enabling autonomous platform operation
- Near turing-complete automation service and event system (n8n-like), 150k+ invocations
- Organization and user profiling feeding into RAG (accurate retrieval @ 8M vectors)
- Horizontally scalable queue and container infra, real-time chat handling 20k+ simultaneously online users, and much more

Architected the platform to effortlessly scale from 0 to 100k MAUs, 40M+ API requests and Terabytes of video data.

### Bilin GmbH

*Principal Software Engineer, then Chief Technology Officer (14-person org)*

Markkleeberg, Germany  
Aug. 2023 – Sep. 2025

- Built BunkerCoin, a blockchain using a global short-wave radio-wave network mesh instead of the internet as transport layer. \$11M peak market cap. Received public endorsement by Anatoly Yakovenko, Solana Co-Founder.
- Built WonderCall (B2B Voice Agent, 500k minutes / 100k calls, 250ms e2e latency), B2C derivatives CreatorCall / DirtyCall, Token-Agnostic Payment Platform Aurion, and Elavos (AI Document & Workflow platform) for the parent property company (\$30M AUM).
- Built the MVP on an exclusive content platform incl. custom DRM, tradeable creator rights, multi-level referrals and feature-parity with OnlyFans. Struck a dedicated High-Risk Master Processing Agreement with Visa and MasterCard.

### Eternity

*Founder*

Remote  
Jan. 2023 – May 2024

- Built a gaming data aggregation and NFT rental platform, at peak having 2k+ DAU and \$3M TVL
- Led an E-Sports team with \$70k in winnings across 20 Tournaments and a Content Creator Network

### Previous Ventures

*Founder*

Remote, see elia.vc  
Jan. 2018 – Jan. 2023

- Ran a tech YouTube channel, reaching 2.3M views total ([youtube.com/c/htech0](https://youtube.com/c/htech0))
- Built and sold physical Gaming PCs (50 in total). Also traded GPUs during Covid.
- Built an SMM Panel, re-selling and providing botting services (followers/likes/views) for all major social media platforms. Peaked at 100k orders in a day. Pioneered Live Viewership offerings for YouTube.

## SIDE PROJECTS

### Hypervane

*January 2026*

High Performance Infrastructure

Running one of the highest performing Solana Validators (Peak: Top 40, 1.0035 Slot Latency). Dark Fiber to Edge Routing in Equinix' FRA DC, direct peering with DE-CIX, 0.5ms RTT to GCP, AWS & Jito, Tier 1 carriers (NTT), best hardware available (EPYC 9375F, 1TB RAM, 12TB Gen5 NVMe).

### Phantom

*July 2025*

TypeScript, Electron, Next

Built a chat outreach and management platform for agencies on exclusive content platforms, similar to Infloww but completely platform agnostic. Licensed to one of Germany's biggest exclusive content agencies for a % of revenue. 2M+ messages handled across 12+ platforms.

### Kyora

*February 2026*

TypeScript

Runtime Debug SDK for coding agents (wip).