

François Weber *Senior Product Engineer*

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- **13+ years of experience** as a Full-Stack Software Engineer, building products across various industries.
- **Serial Founding Engineer**, including building AirConsole, a gaming platform that reached 10M+ users and CHF 1M+ ARR and which was successfully acquired by KPIT Technologies
- **AI Engineer experience**, leveraging generative AI to develop cutting-edge, user-facing products.
- **Cloud Architect**: Expertise in Google Cloud and other IaaS platforms, designing cloud solutions.
- **Engineering leadership experience**, including hiring, onboarding and managing a small team.

📁 PROFESSIONAL EXPERIENCE

03.2024 – 04.2025

Remote, Switzerland

Full-stack & AI Engineer - Early Stage, FRVR 📄

UpIt.com 📄 - *Empowering anyone to build games through generative AI.*

Engineering & AI Innovation:

- Built a generative AI platform that empowered creators to design playable games through natural conversation.
- Designed real-time AI-powered pipelines using WebSockets and Node.js to orchestrate generation of code, images and audio.
- Optimized LLMs, including prompt design, cost control & safety measures.
- Led full-stack development with SvelteKit and TypeScript to deliver a responsive, mobile-first experience for creators.

Strategic AI Initiatives & Product Strategy:

- Drove AI-first initiative across the company, fostering a culture of innovation.
- Assessed strategic partnership opportunities to expand the platform.
- Shaped the product roadmap by analyzing data and community feedback to identify pain points and prioritize high-impact growth initiatives.

03.2023 – 02.2024

Zurich, Switzerland

Founder, Dibulo 📄

Collaborative interactive coloring experiences for kids.


Technical Architecture & Engineering:

- Led product vision, design, and development from scratch to market (Google Cloud, Vue.js, Node.js, FastAPI)
- Architected and implemented the real-time session API to synchronize users with the interactive worlds.
- Applied computer vision (Python / OpenCV) for image extraction and correction, enabling seamless digitization of hand-drawn input.
- Automated deployments with GitHub Actions, hosting static content on AWS S3 + CloudFront and backend services on Fly.io 📄 + Docker.

Product & Growth:

- Conducted research with parents and educators to validate features and engagement loops.
- Pitched to stakeholders & investors – initiated and developed B2B partnerships through targeted outreach.
- Designed and tested different monetization channels and business models.
- Achieved bestseller status on Amazon.nl 📄 twice (children books).

06.2015 – 03.2023
Zurich, Switzerland

Founding Engineer, AirConsole [Acquired by KPIT] 
Real-time online gaming platform turning smartphones into gamepads.


Engineering:

- Built and scaled the core platform (JS, Python, GCP), store and API, enabling third-party developers to create real-time local multiplayer games.
- Developed the Android TV app (10M+ downloads) and hybrid mobile apps for Android, iOS, Amazon and Huawei (combined of 20M+ downloads).
- Developed 9 HTML5 games with some reaching 10M+ plays and grew the platform to 180+ games by leading the API used by 2,000+ developers.

Engineering Management & Partnerships:

- Transitioned into management: hiring, mentoring, and collaborated with C-Level executives on team strategy and vision.
- Acted as Technical Partner Lead alongside sales, securing key partnerships with Amazon, BMW, Xiaomi, Telefonica & others.
- Proactively trained the partnership team on our technology, equipping them to lead more technical conversations with clients and partners.

03.2015 – 05.2015
Barcelona, Spain

Founder & Game Developer, Independent Game Project 
Successfully built and sold the HTML5 game *TicTacBoom*, played over 10M times [Acquired by N-Dream AG]


10.2014 – 02.2015
Barcelona, Spain

Founding Frontend Lead Engineer, Favcorner
E-Commerce shop for second-hand fashion [Ceased operations in 2015]

11.2013 – 09.2014
Munich, Germany

Full-stack Engineer, Insparx 
Dating App - Project MiuMeet [Ceased operations in 2014]

10.2012 – 10.2013
Salzburg, Austria

Full-stack Engineer, Findologic 
Intelligent Search for E-commerce [Acquired by Nosto]

EDUCATION

09.2009 – 07.2012
Salzburg, Austria

Multimedia Technology - Bachelor, University of Applied Sciences
Graduated with honors in Multimedia Technology, majoring in Web and minoring in Mobile Applications.

TECH-SKILLS

Frontend

JavaScript (TS) · HTML · CSS · Tailwind · Vite ·
Vue.js · SvelteKit · React · Web Components

Backend & Network

Python · Node.js · Express.js · Flask · FastAPI ·
REST · Websockets · WebRTC


Databases & Storage

Google Datastore · Memcache · Firestore ·
MongoDB · PostgreSQL

AI

Generative AI · Prompt / Context Engineering ·
Agent SDK (LangChain & ADK) · RAG




Cloud & Infrastructure

Google Cloud · AWS · Firebase · Supabase · Fly.io
 · Docker · Kubernetes · Github Actions

Mobile & Cross-Platform

PWA · Cordova · Capacitor · Native Android
(Java) · Electron.js

CERTIFICATES

- Professional Scrum Product Owner™ 
- Kubernetes and Cloud Native (KCNA) 
- ITIL-4 Certified 

LANGUAGES

German — Native/Bilingual

English — Fluent

Spanish — Conversational