

# 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

### **AI**

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

### **Backend & Network**

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

### **Cloud & Infrastructure**

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

### **Databases & Storage**

Google Datastore · Memcache · Firestore ·  
MongoDB · PostgreSQL

### **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