

# Curriculum Vitae

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Role AI Systems Architect  
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## Professional Experience

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07/2025 – Present **Luminous Group**, Munich

AI Systems Architect

- Co-architect of **Luminosity**, our internal **multi-agent**, multi-person production system for seven people, designed around the three-layer architecture (Interaction, Coordination, Data) behind the company’s “AI that instruments the human” thesis.
- Built Luminosity’s video pipeline and team-coordination workflows. Co-built the runtime: agent provisioning, MCP tool servers, the rules-and-skills harness, and knowledge and context graphs.
- Built and operate the company’s weekly AI-intelligence pipeline: ~14 parallel agents pull from 40+ sources across 12 categories into a Tana knowledge graph, turning ~50 net-new entries a week into concrete action items per teammate and per agent (surfaced in Slack and a shared GitHub doc).
- Co-led ~6 capability-assessment engagements with senior leaders across healthcare, sport, law, marketing, automotive sales, and architecture — translating ambiguous AI goals into specific workflows, each shipped as a working product or reference architecture their team adopted.
- Co-inventor on **patents** covering multi-agent, multi-team coordination.
- Shape Luminous Group’s editorial voice on public surfaces (website, positioning, bios) with the founding team. Co-author of eight of the twenty essays at [luminousgroup.net/liminality](https://luminousgroup.net/liminality) on human–AI collaboration.

01/2025 – 02/2026 **NHS Personal Training GmbH**, Munich

Technical Lead

- Architected and co-built the full system: React Native (Expo) apps for clients and coaches over a Ruby on Rails + PostgreSQL backend — scheduling, training plans, exercise library, invoicing, and point-of-sale with role-based access. Led 6 offshore engineers at **87%** on-time release; adopted by every coach and client, still in daily production use.
- Built macro/meso-cycle plan generation in our methodology software with an AI layer on top for added support, cutting training-plan creation from 4 hours to 30 minutes.
- Built the bilingual corporate website solo, plus 5 partner portals expanding B2B reach.

02/2022 – 02/2024 **MetaKing Studios**, Stockholm

Project Manager

- Shipped **BLOCKLORDS**, an online blockchain strategy game that reached **\$40M** in trade volume; led a 10-person cross-timezone team and cut the deployment projection 6 → 4 months at **97%** sprint velocity.
- Coordinated the team across Jira, Asana, and Miro from architecture to game economy (using Machinations) to the Unity build, plus a Unity-to-blockchain bridge designed to stay non-intrusive so players never had to touch the on-chain layer to enjoy the game.
- Owned go-to-market for the BLOCKLORDS launch: marketing materials, community activation across Discord, Telegram, and X, partnerships with Web3 gaming guilds, launch-day coordination across regions, and on-chain growth tracking after launch.
- Built Grafana and Tableau dashboards for on-chain analytics, giving leadership real-time visibility into game-economy health and player behaviour.

03/2020 – 02/2022 **Seascope Network**, Seoul / Stockholm / Lisbon  
Program Manager & Data Analyst

- Shipped 5 gaming launches across Ethereum, Polygon, and BSC; managed Lighthouse, a fund-generating platform supporting 10+ external game developers; negotiated ~\$500K investor funding (~9 months runway).
- Partner-ecosystem analytics drove 30+ integration decisions and **460%** MAU growth (10K → 56K).

## Selected Projects

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- Live **Charles** — AI strength-training coach  
Live on the App Store. Periodised programmes that rebuild session by session. Flutter + Supabase + pgvector (two-layer architecture), multi-model orchestration (Claude, Gemini), six deterministic filter layers wrapping the model.
- Live **Viadio** — AI memory video app  
Live on App Store and Google Play. Image-research algorithm and prompting structure that turns a user's existing phone photos into a memory video; the AI is invisible to the user.
- Live **Other shipped products**  
[ViaVia](#) (multi-city European travel) · [CelesteAI](#) (localised astrology) · [ShipStack](#) (open-source production framework for AI-native software).

## Skills & Competencies

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- AI & LLMs Claude, GPT, Gemini, multi-model orchestration, LangGraph, MCP, knowledge graphs, context graphs, Pinecone, RAG, prompt design, agent architecture, evaluations
- Engineering TypeScript, Python, Swift/SwiftUI, Flutter, React/Next.js, Node.js, PostgreSQL, Supabase, pgvector
- Solutions & Delivery Agile and adaptive delivery, agility-based evaluation, workshop facilitation, executive presentation, technical scoping, presales, stakeholder alignment, CRM (Salesforce, Attio), knowledge tooling (Tana, Obsidian)

## Education

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- 09/2019 – 06/2023 **University of Ljubljana**, Ljubljana, Slovenia  
BA, International Business
- Bilateral exchange at University of Seoul (2021–2022), on scholarship.
  - Self-taught engineer since 2018. Shipped production iOS, Android, web, blockchain, AI systems, and knowledge graphs alongside the degree.

## Certifications

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- Certifications **Agentic Engineering** (Industrial Logic, with Joshua Kerievsky) · Meta Backend Developer · Google Project Management · Precision Nutrition L1

## Languages

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- Languages Slovenian (Native) · English (C2) · Serbo-Croatian (B2) · German (B1)

## Selected Writing

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- Essays [They Built It. They Can't Control It.](#) (with Barton Friedland and Jim Highsmith) · [What Agents Cannot Want](#) · [The Displacement of Judgement](#) (with Barton Friedland). All at [luminousgroup.net/liminality](https://luminousgroup.net/liminality).