



Linus Müller

Head of AI & Technology Development
Software Engineering · Platform
Architecture

CONTACT

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TECH STACK

Languages

TypeScript · JavaScript · Python · PHP ·
SQL · Shell / Bash

Frameworks & Libraries

Node.js · Next.js · React · Vue / Nuxt ·
Fastify · Hono · Express · Socket.IO ·
BullMQ · Puppeteer · Selenium · OpenCV ·
Cheerio · Sharp

UI & Styling

Tailwind · shadcn/ui · SCSS · HTML5
Canvas · Mantine

Data & Storage

PostgreSQL · MySQL · MongoDB · MariaDB
· PostGIS · SQLite · Drizzle · Prisma ·
Valkey / Redis · ETL pipelines

Infrastructure & DevOps

Docker · Linux (Ubuntu, Debian, Arch) ·
nginx · Apache · PM2 · CI/CD · Jenkins ·
Terraform · RabbitMQ · WebSockets · REST
/ RPC

01 / PROFILE

Software engineer and platform architect with 10+ years building production systems.

Currently Head of AI & Technology Development at **MT & MNA Ventures**, where I architect and operate the technical foundation across the group's venture portfolio — most visibly **United Creatives**, a web-scale platform protecting digital creative ownership, plus emerging products in legal-tech and consumer software.

Earlier career covers defense-sector IT, enterprise web platforms for brands like TUI, autonomous AI-agent orchestration, and distributed Bitcoin payments engineering on a self-built platform.

Underpinning all of it: a foundation in adversarial systems research — network protocols, browser automation, and anti-abuse — now directly powering the production crawler and security infrastructure I lead today.

02 / AREAS OF EXPERTISE

AI Systems & Agent Orchestration

Multi-agent workflows, Claude Code SDK integration, persistent memory, autonomous task scheduling

Web Scraping & Browser Automation at Scale

Puppeteer-stealth, residential proxy infrastructure, distributed crawler orchestration, detection-resistant techniques

Full-Stack Product Engineering

React / Next.js dashboards, modern UI systems, real-time interfaces, end-to-end product delivery

Payments & Commerce Systems

Bitcoin wallets & on-chain settlement, Stripe Payment Intents, marketplace infrastructure

Distributed Systems & Real-Time Backend

BullMQ / RabbitMQ pipelines, WebSocket platforms, multi-database systems (PostgreSQL, MongoDB, Redis / Valkey)

Computer Vision & Image Forensics

Reverse-image search, perceptual hashing, OpenCV pipelines, EXIF analysis, ImageMagick

Platform Architecture & DevOps

TypeScript monorepos, Docker, CI/CD, Linux infrastructure, self-hosted production hardening

Web Security & Anti-Abuse

Bot detection, fingerprint-resistant systems, network protocol analysis, applied cryptography

Cloud & Integrations

AWS S3 · Google Cloud Vision · Stripe · Keycloak · OAuth / JWT · Bitcoin Core RPC

AI & Automation

Claude Code SDK · Autonomous agent orchestration · Browser automation at scale · Detection-resistant infrastructure

Methods & Tools

Scrum · Jira · Confluence · GitHub · Bitbucket

EDUCATION

B.Sc. Wirtschaftsinformatik

Business Informatics
FOM Hochschule für Oekonomie & Management

LANGUAGES

German	Native
English	Fluent (C1)

03 / EXPERIENCE

■ MT & MNA Ventures · OTC Technologies GmbH Jul 2024 – Present

Head of AI & Technology Development · Bremen (Hybrid)

Set technical direction across the MT & MNA portfolio — a venture-development platform that designs, builds, and operates new companies in technology, digital infrastructure, and creative industries.

- Architect and operate the end-to-end production infrastructure across the portfolio's products and ventures
- Define engineering standards, deployment patterns, and tooling across the venture ecosystem
- Embed AI tooling — including Claude Code — into the core development workflow
- Translate venture concepts into production technical foundations from day one

■ United Creatives — Technical Platform Mar 2025 – Present

Lead

Lead architect for the technical foundation of United Creatives, a platform protecting digital creative ownership at web scale.

- Designed and built a multi-service crawler infrastructure for detecting unauthorized image usage at web scale, combining proxy management, large-scale browser automation, and review workflows
- Integrated reverse-image search across multiple providers with perceptual hashing and large-scale deduplication, hardened over multiple production audit cycles
- Shipped the customer-facing application — a modern full-stack web platform with single-sign-on, payments, and a real-time operations dashboard
- Built an internal cross-browser research extension supporting the team's investigation and verification workflow
- Deployed on self-hosted bare-metal Linux infrastructure with full observability

■ eko-ILS Logistics GmbH

Mar 2019 – Jun 2024

Software Developer · Bremen, Germany

Full-stack engineer on production tooling and large-scale data systems for technical documentation and field-deployment workflows, in active use by German military teams.

- **REDAKSYS** — Built the core platform that ingests technical-diagram binary data via message queues, normalizes it through a custom parser implementing the CCITT T.6 compression standard, and serves it to technical editors, illustrators, and QA. Live in production for defense-sector documentation teams.

PHP · Node.js · RabbitMQ · RPC · Ubuntu / Debian

- **Database Deployment Pipeline** — Automated transformation and snapshot system trimming a 250 GB+ MySQL production database into deployment-ready bundles for isolated on-site systems.

Bash · Node.js · MySQL

- **Image & QA Tooling** — OpenCV pipeline splitting compound technical drawings into individual segments via histogram analysis; PDF-to-XML documentation diff tooling for QA verification; intranet tooling for isolated QA review environments.

Node.js · OpenCV · PHP · Bash

■ team neusta Unternehmensgruppe

Mar 2016 – Feb 2019

Web Developer

Three years of frontend and backend development on large-scale enterprise web platforms in an agile, CI-driven environment.

- **TUI Group website** — Maintenance and feature work on the public-facing platform of one of Europe's largest travel groups, with high-traffic uptime requirements and an established CI/CD pipeline.

PHP · JavaScript · MySQL · Jenkins · Git

- **B2B wholesale platform (fashion group)** — Backend and frontend extensions on a business-to-business wholesale platform serving enterprise customers, including new feature delivery and platform modifications.

PHP · JavaScript · CSS · MySQL · Jenkins

- Agile delivery, code review, and shared ownership across feature teams; daily work in Jenkins-based CI/CD and a multi-project Bitbucket/Git workflow.

04 / SELECTED PERSONAL PROJECTS

■ Aergia — AI Agent Orchestrator 2025 – Present

Production system built on top of the Claude Code SDK that orchestrates autonomous coding agents via Telegram and a real-time React dashboard. Runs 24/7 on self-hosted infrastructure with per-project Docker isolation, GitHub integration, multi-agent workflows, persistent cross-session memory, scheduling, and usage analytics. Architected as a modular TypeScript monorepo with strict CI quality gates.

TypeScript · Claude Code SDK · Hono · grammY · SQLite / Drizzle · React 19 · Docker · Puppeteer

■ Pixel Wall — Collaborative Canvas Platform 2025 – Present

Production multiplayer pixel canvas with a 20M × 20M coordinate space, supporting thousands of concurrent users on a self-hosted VPS. Built around Socket.IO synchronization, a custom HTML5 Canvas renderer with no external libraries, PostgreSQL with PostGIS spatial indexing for viewport queries, and a dynamic viewport-zone pricing model integrated with Stripe Payment Intents and webhook verification.

Next.js 14 · PostgreSQL + PostGIS · Socket.IO · Stripe · TypeScript · Prisma

■ Saikoro — Autonomous Bitcoin Payments Platform 2016 – 2018

Solo exploration of autonomous financial infrastructure: end-to-end distributed Bitcoin system with automated wallet generation and key management, on-chain settlement (deposits, withdrawals, transaction verification), real-time application state via Socket.IO, and a RabbitMQ event bus decoupling application logic, wallet operations, and accounting. Container-based deployment on Ubuntu with dedicated security hardening. User-facing surface is a provably-fair dice game.

PHP · TypeScript · Node.js · MySQL · Docker · RabbitMQ · Socket.IO · Bitcoin Core RPC

05 / INDEPENDENT RESEARCH

2015 – 2017 · SECURITY & ADVERSARIAL SYSTEMS

Early-career deep dive into adversarial systems engineering — network-protocol behavior, web-platform anti-abuse mechanisms, browser automation and detection, and applied cryptography.

Hands-on work spanned binary protocol implementation, distributed traffic systems, IP-rotation infrastructure, fingerprint-resistant browser architectures, and detection-resistant design — built across Python, C++, JavaScript, Selenium, and Kali / Arch Linux.

This research is the direct foundation of the production crawler and anti-abuse infrastructure I lead today at United Creatives.