



# Sebastian "rash" Gepperth

**Product designer, frontend engineer, software architect and team lead** drawing on two decades of experience with – and always being on the cutting edge of – web technologies. I feel right at home in the unknown and at the edge of the possible to get customers and users to where they need to be. Very visual person who loves their craft and helping people. Huge nerd.

## Experience



**Head of Product**  
AX Semantics GmbH

Aug 2016 - Now

I started at AX as a **UX Designer** and **Frontend Engineer** with a mission to improve the learning curve and the first five minutes a new user has with the product. Over the years I completely redesigned the product to be more intuitive and added many rich and powerful features as **Product Designer** and **Principal Engineer**, while also guiding my colleagues through ever-evolving agile processes. I am now spearheading product vision by fusing business requirements and customer needs while pushing technical boundaries as **Head of Product** to make content creation at scale a breeze for our customers, utilizing cutting-edge technology.



**Freelance Design & Frontend**  
rash.codes & venueless

April 2021 - Now

During the pandemic a few friends and I saw the need for a **virtual conference platform** for our community and existing customers. We built venueless as an **open source project and successful SaaS offering** and are continuously improving it and adding features.



**Web Application Engineer**  
Onventis GmbH

Feb 2016 - Jul 2016

For Onventis' procurement platform I **implemented and shipped a redesign of their catalog management component** together with another new hire. Unresponsive leadership and a rigid Scrum process made me quit at the end of my trial period.



**Co-Founder**  
creatale GmbH

Jan 2013 - Jan 2016

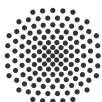
With three friends from university I founded creatale as a **software agency**, working for clients mainly in the medical field, **creating custom applications** for them and building our own game prototypes.

### And much more

since 2004

Starting with freelance web design, I've been working with a wide variety of companies, technologies and problems, from CMS like Drupal, browser-based point-of-sale systems, and desktop applications with Java or .NET. **I care a lot about strong communities and diversity, doing a lot of mentoring and creating safe spaces.**

## Education



**Softwaretechnik**  
Universität Stuttgart

2007 - 2013

I favored practical application over theory during my studies of software engineering, learning a great deal about software engineering and processes in our projects with other departments and institutes. I successfully dropped out a bit before writing my thesis to start my own company.

- rash.codes
- github.com/rashfael
- linkedin.com/in/rash-codes
- rash@rash.codes
- Berlin, Germany

### Languages

German – *native*  
English – *fluent*

### Skills

- Naming Things
- Iterating
- Asking Questions
- Listening
- Empathizing
- Prioritizing
- Communicating Transparently
- Making Mistakes
- Creativity
- Leading from the Front
- Improving Processes
- Making Decisions
- Rapid Prototyping
- Taking Ownership

### Actively Practiced Mastery

- JS/TS
- CSS/Sass
- HTML/Pug
- SVG
- Vue
- Vite
- OT & CRDT
- Reactivity
- WebSockets
- Event Loops

If you want a full-ish list of everything I'm currently using or have ever used, head over to [rash.codes/all](https://rash.codes/all).

Head over to [rash.codes](https://rash.codes) for less serious content, socials, (open source) projects and more!  
For an always up to date version of this CV, visit [rash.codes/cv](https://rash.codes/cv).