



Sebastian "rash" Gepperth

Product designer, web application 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. As **Head of Product** I most recently spearheaded development of our **new flagship product** to make content creation at scale a breeze for our customers, combining deterministic text generation and generative AI to give copywriters the control and insights they need. Utilizing cutting-edge technology, the product team and I shipped this new product from prototyping to first production customer in **just half a year** and always keep up with customer requirements by working closely with our customer solution team.



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

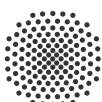
With three friends from university I founded creatale as a **software agency**, working for clients mainly in the medical field, **creating custom applications** for them and building our own game prototypes.

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



Stuttgart, Germany

Languages

German – *native*

English – *fluent*

Skills

Naming Things Iterating

Asking Questions Listening

Empathizing Prioritizing

Communicating Transparently

Making Mistakes Creativity

Conceptualizing

Improving Processes

Deciding Evaluating

Rapid Prototyping

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.

Head over to 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.