

Rasmus Dießel

AI and Game Developer



✉ contact@rasmus-diessel.com

☎ +49 3562 9289898

📍 Forst (Lausitz), Germany

🔗 rasmus-diessel.com

🌐 linkedin.com/in/rasmus-diessel

🐙 github.com/Rageus

🧠 SKILLS

AI-Development

Python, cuDNN, PyTorch, RAG, LangChain, ComfyUI

Cloud-Development

Go, AWS, CI/CD, Micro-Services, Serverless, Docker, PostgreSQL, CDK, Flask, Git

Game-Development

C#, .NET, Unity, Android, iOS

Web-Development

TypeScript, React, Node.js, Next.js

🌐 LANGUAGES

German — Native/Bilingual

English — Fluent

🎓 EDUCATION

Philosophy-Neuroscience-Cognition

Otto-von-Guericke-University

10/2016 – 01/2018 | (discontinued)

📁 PROFESSIONAL EXPERIENCE

Singularity Group

AI and Game Developer

01/2018 – 04/2026 | Forst (Lausitz), Germany

Senior Software Engineer with 8+ years of experience in game, AI, and cloud development. As one of the first employees of this startup, I spearheaded large-scale, distributed systems from conception to delivery. See project details below.

📁 PROJECTS

AtheneGPT

01/2023 – 04/2026

Responsibilities:

- Designed and implemented serverless AWS microservice cloud architecture for AI media generation.
- Implementing secure authentication and authorization to safeguard sensitive user data.
- R&D of open-source AI projects to significantly enhance quality.
- Mentored a team of three React frontend developers.

Achievements:

- Collaboration with twitch.tv to integrate features on their platform (see vip hype.net for details).
- More than 300 big influencers created social media content that was indistinguishable from real content to users.
- 300,000 users generated over 2 million AI images.

HotReload, Edit Code Without Compiling

08/2022 – 12/2022

Responsibilities:

- Managed 2 other developers and customer support, releasing bug fixes and user-demanded features.

Achievements:

- 5-star, Verified Solution in the Unity Asset Store.
- More than \$500k yearly revenue, still to this day.

MobileMinigames

01/2018 – 12/2022

Responsibilities:

- Managed a team of four developers while performing security code reviews.
- Added core features such as chat, in-app purchases, a performant 3D Minecraft-like block editor, and Analytics Data pipelines.

Achievements:

- More than 4 Million Downloads on Apple and Google Play Store.
- Generated more than \$2 Million in revenue.
- Reached Top Grossing Game No. 1 in the Philippines.