



# Krzysztof (Chris) Stasiak

Chief Technology Officer (CTO), Co-founder & Partner

## Info

### Address

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### Date / Place of birth

26.08.1982  
Poland

### Nationality

Polish

### Driving license

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## Links

[Blog](#)

[GitHub](#)

[LinkedIn](#)

## Skills

### Fast Learner



### Creative Thinking



### Highly Motivated



### Leadership and Teamwork



### LeSS, Scrum, Agile, Kanban



### Global, Distributed & Domain Driven Architecture, High Availability Ecosystems



### PHP5+, Golang, Node.js, Python, Ruby, Bash, Terraform, Puppet



### AI, Machine Learning, Data Science, Tensorflow, Torch



### DevOps & Sysadmin, Kubernetes, Docker, Ansible



## Profile

Visionary and goal-oriented executive, researcher, software engineer, and system architect with over 15 years of commercial experience for European, US, and Chinese markets. Mainly focused on unique and large-scale platforms under agile, kanban, and scrum development. Initiated and enforced strict budget controlling tools addressing business needs and supporting development. Adept at crisis management, trouble-shooting and problem-solving.

## Employment History

### CTO & Partner, Vrenetic, Inc.

Apr 2017 – Present 📍 Los Angeles, London, Warsaw, Kiev, Beijing

Bringing the next generation of ultra-high quality 360&VR live streaming and low-latency communication on consumer mobile devices and enabling VR ready social interactions using the VR publishing tools for user-generated content. Transforming challenging vision and ideas into a self-breathing ecosystem. Focused on customer and b2b oriented products

- Hiring from scratch & managing 40+ people team in California/Europe (LeSS/Scrum)
- Research for the next generation of VR/AR/MR and social media
- Recommendations and support for CEO and stakeholders
- Vision definition, clarification, and roadmap planning & controlling
- Customer and b2b products definition, schedule, roadmap, and sing-off
- Budget estimations, planning, controlling, and reporting to stakeholders.
- Business model definition, execution, adjustments, and controlling
- Startup culture and best practices overview
- Coordination of product managers and product owners
- Coordination of project managers
- Technology roadmap, planning, execution, and controlling
- Coordination of platform and media Solution Architects, DevOps, and SysAdmins
- Long term and large scale operations roadmap, optimization, and migrations
- Security audits and controlling
- Best practices roadmap, planning and controlling
- Occasionally leading low-level teams of various expertise
- Source code quality reviews and best practices audits
- Source code and products roadmap coverage review and orchestration
- Making sure the business needs are met on design, development, and operation level
- Occasionally coding in puppet, ruby, CPP, js, PHP, and performing DevOps tasks!
- Overview and management of day-to-day delivery risks
- Managing cooperation with outsourcing development organizations. Lead for 3rd party project managers and solution architects.

### Technical leadership for Vrenetic's stack

- JAVA, Node.JS, C++, Unity3D, Go, Kotlin, Swift, Terraform, Ruby, Puppet, Python
- DB: MongoDB, Object Storage (S3), Redis, TusD, RabbitMQ, PubNub, Global CDN
- AI/ML: Tensorflow, Keras + TPU
- CI/CD: multi-region cluster of Jenkins Master/Slaves; Travis; BitRise
- BI: Tableau Ecosystem; StitchData with RedShift; Matillion ETL
- DC: Softlayer, AWS, Hetzner
- Monitoring: Grafana, Karma, Prometheus, PagerDuty, AlertManager
- Encryption: BlackBox, GPG, Keybase, Loggly
- Infra: Kubernetes, Traefik, Docker, Terraform, Ansible, Nexus
- Standards: OAuth, OpenAPI/Swagger, ProtoBuf/ZMQ, REST
- Protocols: HLS/TCP, RTP/UDP, RTCP/UDP; h.264/h.265/Opus; WebRTC; NVENC
- Media: GStreamer Framework, FFmpeg, Spring, Angular, iOS API, Android API

JIRA, Confluence, Slack



CI/CD, Automated Testing,  
Jenkins, Travis



Business Intelligence, Tableau,  
StitchData



Debian & Ubuntu & OSX



Bare Metal & Virtualization &  
Containerization



Network Protocols, HLS, RTP,  
RTCP, WebRTC, TCP/UDP,  
HTTPx



Media Processing, FFmpeg,  
Gstreamer



VR, AR, MR, 360,  
Monoscopic, Stereoscopic,  
Volumetric media



## Languages

Polish



English



## Hobbies

cooking, hiking, traveling,  
skiing, robotics, machine  
learning

- VR/360: GPU/Media real-time 360 Transcoding/Reprojections/Transformations/Effects; Janus WebRTC; UDP Proxy
- Architecture: micro-services oriented; full OOP, TDD, E2E, MVC; abstracted to the backend (business logic layer, media engine layer, AI layer), middleware, frontend with SDKs, libs, plugins, and clients
- Patterns: high availability, scalability with multi-region zero downtime deployment and data residency (GDPR) support; global media replication

### DevOps Architect & Team Lead, Researcher, Cargomedia AG (4 years)

Mar 2013 – Mar 2017 📍 Basel

- Responsible for global automation, scalability, security, monitoring of applications & infrastructure deployment. Large scale deployment with 20+ million registered users and 30+ million monthly unique active users. Constantly researching, proving concepts, and introducing new solutions. Leading teams.
- Expertise in high performance, clean OO PHP, Node.JS, Puppet, Ruby, Go, JS, Shell. Agile, Kanban. Full TDD and BDD. Focused on full DevOps workflow with AWS, Softlayer, and Hetzner solutions.

### Senior Software Engineer & Researcher, Newicon, Ltd (1 year)

Jun 2012 – Mar 2013 📍 Bristol

- Researching, designing, and implementing iOS app (Objective-C) for image processing, object recognition, and machine learning - more at <https://newicon.net/case-study-airbus-app>
- Researching, designing, and implementing web-based systems and applications (PHP, JS, Yii, Backbone.js, MongoDB, Redis, Node.js, Sockets, etc.) with real-time communication
- Researching, designing, and implementing a Client-Server real-time messaging system: multiclient/multichannel architecture. Support for user authorization, activity history, users on-line, auto-login, storing undelivered messages, receipts, etc. (Node.js, Socket.io; Redis, MongoDB; Curl, Websockets, API; PHP/JavaScript, etc.). Responsible for DevOps, scalability, and GEO architecture.

### Chief Technology Officer, KWG S.A. (PBG Group) (4 years)

Aug 2008 – Feb 2012 📍 Szczecin

Responsible for planning of the IT strategy and cost reduction. Acceptance of IT documents and costs using the company ERP system. Collaborating with all departments to improve information technologies and enhance communication.

- auditing, reporting to the board
- planning and controlling annual budgets
- managing systems of data security
- supervising workflow of IT documents

## Education

### Technical University of Poznan, MSc

Sep 2005 – Sep 2007 📍 Poznań

The MSc course was completed. Embedded Systems @ Faculty of Computer Science

### Technical University of Poznan, BSc

Sep 2002 – Sep 2005 📍 Poznań

BSc, Automation, and Management @ Faculty of Computer Science

## References

References available upon request