

Christoph Rintz

CTO & Co-Founder - Full-Stack Engineer - BCSAI Student
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EXPERIENCE

SellPilot - CTO & Co-Founder Madrid | 2024 - Present

- Sole engineer: designed and built the full stack from scratch, including a React Native app, Node.js + PostgreSQL backend, and web platform; currently in active beta with 500+ users.
- Responsible for all technical decisions, architecture, CI/CD pipelines, and product roadmap; currently participating in investment discussions with Winterberg Group.
- Implemented real-time features, push notifications, and onboarding flows; iterating on live user feedback from the beta.

ErnieApp - Part-Time Developer Lisbon & Madrid | Jun 2022 - Present

- Built an AI-powered i18n pipeline to fully localize the app into German and Spanish; implemented i18n architecture to support future languages at scale.
- Contributed to frontend UI/UX, privacy & security features, and customer acquisition flows; currently building the marketplace frontend from scratch.

Hackathons - Developer Madrid | 2025 - 2026

- **HackSpain 2026 (Maisa track):** team of 3; built an auditable AI pipeline that decided 500 invoices against a legacy ERP (PDF parsing, Gemini vision, versioned rules engine); 98.1% extraction accuracy.
- **NTT DATA x IE (Feb 2025):** 95%-accuracy ML forecasts of weather and its economic impact, presented to executives.

IE Venture Bootcamp - 3rd Place (Feb 2025) & 4th Place (Oct 2024) Madrid, Spain

- Built two startup concepts from zero to investor pitch; refined product strategy, business models, and go-to-market plans under expert mentorship.

Westnetz - Intern Saffig, Germany | May - Jun 2022

- Gained exposure to energy informatics and engineering operations at a major German network operator; completed an intensive Python programming course.

EDUCATION

IE University Bachelor in Computer Science & Artificial Intelligence Sep 2024 - Jul 2028

Madrid, Spain - GPA: 8.91 / 10.00 - Coursework: ML, Algorithms, Databases, Data Analysis, Blockchain, Cloud Computing

SELECTED PROJECTS

Gravora JavaScript / Three.js On Steam

Solo-developed 3D gravity-puzzle game with custom physics engine, published commercially on Steam.

Laser Chess Godot / Firebase / Railway App Store & Play Store

Chess variant with laser mechanics; published on iOS App Store and Google Play Store with ~100 active players.

Chess Anomaly Detection Python / scikit-learn 100 / 100

Engineered 21 behavioral features across 17,909 Lichess players (6.25M games); built & compared 6 detectors (LOF, Isolation Forest, OC-SVM, Autoencoder); ensemble achieved ROC-AUC 0.971.

20+ additional projects spanning AI/ML, simulation, game development, and full-stack, at christophrintz.com and github.com/christophrrrrr

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C, Java, Solidity, GLSL

Frameworks: React Native, React, Node.js, Django, Three.js, scikit-learn

Tools & Platforms: Firebase, PostgreSQL, SQLite, Azure, Railway, Git, Godot, Unity, Unreal Engine

Spoken Languages: English (Native), German (Native), Norwegian (Proficient), Portuguese (Advanced), Spanish (Advanced)