

Marcus Braun

Technical Product and Engineering Leadership

Software Architecture · User Experience · Digital Health · Digital Sovereignty

Bremen, Germany · German citizen

Blog: superstatus.io

Technical leader and company co-founder with roots in design, film and game development. Since 2019 I have been responsible for technology, team and operations of Cayoo in a joint venture with B. Braun, built from user research in hospitals all the way to production. My strengths: user experience, architecture, reliable operations and digital sovereignty with self-hosted AI in the EU.

Professional Experience

The ongoing company roles are held in parallel.

02/2019–present

SOPHIA GmbH & Co. KG · Cayoo

Managing Partner and Head of Technology

- Co-founded the joint venture with **B. Braun**; overall technical responsibility for [Cayoo](#) (clinical knowledge, communication, training records).
- Product and UX: designed Cayoo's user experience based on user research in hospitals, personas and surveys.
- Built and lead the engineering team in Bucharest; set up the technical workflows and the entire DevOps environment, including CI/CD and operations.
- Software architecture and hands-on C#/.NET development; alignment with the joint-venture partner, product owners and hospitals.
- Built and self-host GDPR-compliant AI services in Germany and Romania (own GPU hardware, local models, RAG); AI-assisted development with human approval.

Cayoo customers (selection): Marienhospital Stuttgart · BKH Schwaz (Austria) · Spital Thurgau (Switzerland).

03/2018–present

portamedia.studio GbR · Bremen

Co-founder · Infrastructure and Technical Lead

- Built multi-site IT, in-house tools and development processes; hired and trained the production team.
- Artistic and technical development for game productions such as *Dungeons 4*, *Rise of Venice*, *Metal: Hellsinger* and *Pioneers of Pagonia*.

08/2012–present

portamedia.com GmbH · Rotenburg (Wümme)

Co-founder

Technical service provider for SOPHIA

- Agent-assisted teamwork over self-hosted Matrix/Synapse: local AI agents and external AI services as conversation and work partners for the team.
- Software and training projects: Aesculapp, Bluefleet e-learning software, IT training in Brunei and a power-plant decommissioning visualisation.

Own AI and Software Projects

Since 2024	Product definition, architecture, review of agent-assisted implementation, and operations. • SuperStatus · Status page and uptime monitoring, including AI/LLM endpoints • BattleLab · Tools for working with coding agents • Gameplayce · Game platform with AI-generated content
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Skills

Product and UX: User research, personas, scenarios and user stories, UX/UI design, reward mechanics from games, market and competitor analysis, pricing models

Engineering and Operations: C#.NET and ASP.NET, software architecture, Azure, CI/CD, self-hosted Git/CI services, virtualisation, monitoring, web application firewall

AI and Sovereignty: RAG, Qdrant, LiteLLM, vLLM, local models on own GPU hardware; self-hosting of AI, Git/CI and Matrix/Synapse in the EU, GDPR-compliant data handling, human approvals

Real-time 3D and Media: Unity, shaders and VFX Graph, rendering, engine work, film and trailer production

Creative Career: Games, Film and Visual Effects

2011–present	Freelance VFX and Technical Artist Real-time VFX, shaders, UI and cutscenes for numerous game productions by German and international studios.
2009–2011	Electronic Arts · two engagements VFX production and R&D: <i>BattleForge</i> (Ingelheim, 05/2009–06/2010) and <i>Harry Potter and the Deathly Hallows: Part 2</i> (Guildford, 02–04/2011).
2003–2009	KingArt, Silent Dreams, Ano1Games, benntec Systemtechnik 3D modelling, animation and simulation content as an intern and freelancer.
Film	Short film The Cuckoo Clock: festival screenings, over 590,000 views on YouTube
Portfolio: portamediastudio.artstation.com	

Awards

2016: German Computer Game Award (Deutscher Computerspielpreis), Best Mobile Game, for *Path of War*; own contribution: VFX and UI

2015: Award for concepts improving the quality of intensive care (Förderpreis), for Cayoo

Education and Languages

Awarded 09/2018	Master of Arts · Media Direction Hochschule Darmstadt / Cork Institute of Technology. Master's thesis "SOPHIA – Cloud Based Procedure Management": user research, requirements, market analysis, development and evaluation of the platform that became Cayoo.
Awarded 03/2011	Bachelor of Arts (Honours) · Media Production Hochschule Darmstadt / HETAC, Ireland; Cork Institute of Technology. Graduation film <i>The Great Leonidas</i>: selected for Hessen Talents 2012 at the Berlinale.

Both degrees: First Class Honours

German: native · **English:** full professional · **Romanian:** B1