

PIETER DOMS

Technical lead / Team lead / CTO / Senior software engineer

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📍 Gistel, Belgium



EXPERIENCE

Senior Software Engineer

Robovision

10/2024 - Present · Ghent, Belgium

- Driving force behind AI-assisted development in the team.
- Built the camera ingestion layer: GStreamer elements, hardware triggering, multi-stream synchronization.
- Designed and built the on-premise inference agent.
- Hardened the platform: security, performance, stability and CI reliability.

Chief Technology Officer

UZO

10/2023 - 05/2024 · Prague, Czechia

- Implementing workflows and procedures that enforce high-quality standards
- Promoting team collaboration, code reviews, and knowledge sharing
- Driving initiatives for observability, monitoring, and alerting
- Delivering technical optimizations and system-wide improvements
- Architecting solutions and making key technical decisions
- Writing high-quality, tested, and optimized code

Senior Software Engineer

Stampix

01/2023 - 10/2023 · Ghent, Belgium

- Built a multi-channel webshop with custom fulfillment, shipping, region-specific pricing and a promotions system tailored to the business model.
- Guided technology selection by researching and comparing e-commerce engine frameworks.
- Created technical analyses and architecture documents that supported key implementation decisions.
- Owned product direction for the e-commerce engine from a technical perspective.

Leader Software Team

Citymesh

10/2019 - 10/2022 · Bruges, Belgium

Led the web and embedded development teams across execution and coordination.

Software Developer

Citymesh

09/2016 - 10/2019 · Bruges, Belgium

At Citymesh I started my career as a Software Developer at the R&D department. Here we were responsible for a multitude of tech-stack diverse projects.

SKILLS

Languages	Python, TypeScript, PHP, Rust
Backend	FastAPI, Django, Node.js, gRPC, GraphQL, PostgreSQL, RabbitMQ, Elasticsearch, GStreamer
Infra	Kubernetes, Docker, AWS, GitLab CI, GitHub Actions, Prometheus, Grafana
Frontend	React, Next.js, Vue, Nuxt, Playwright
Practice	Software architecture, distributed systems, team leadership, LLM integration, QA automation

ABOUT ME

I'm a results-driven Software Engineer with strong leadership and architectural skills, and an early adopter of AI-assisted development. I reach for agentic tools in everything I do, from design and implementation to review, testing and documentation, and I drove their adoption in my team. I believe the engineers who master these tools will define the next decade of software.

With experience as Senior Engineer, Team Lead and CTO, I've led projects across diverse technology stacks. I'm pragmatic, adaptable and quick to master new skills.

There's no one-size-fits-all solution: every challenge needs context-driven decisions and the right balance between technical excellence and business value.

For every job I can provide references of direct managers. Feel free to ask!

I believe in the architectural wisdom of Bruce Lee's quote:

"You must be shapeless, formless, like water. When you pour water in a cup, it becomes the cup. When you pour water in a bottle, it becomes the bottle. When you pour water in a teapot, it becomes the teapot. Water can drip and it can crash. Become like water my friend."

HIGHLIGHTS

◆ Cameras and inference agent at Robovision

Built the camera ingestion layer and the on-premise inference agent of a computer vision platform.

◆ CTO at UZO

Set up the engineering practice: code review, CI, observability and quality standards.

◆ E-commerce engine at Stampix

Owned a multi-channel webshop with custom fulfillment, shipping and promotions, from analysis to production.

◆ Developer to team lead at Citymesh

Grew into leading the web and embedded teams within three years.