

Thorsten Lubinski

Co-Founder at DiaMonTech GmbH

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Summary

Entrepreneur with strong engineering background and no fear of getting hands dirty. IT-Generalist with a box of tools and languages. Looking for elegant and scalable solutions. Can explain things without using tech-lingo. Successfully lead cross-functional and inter-national teams. Responsible for multi-millions of dollars/Euro in revenue.

Experience

Co-Founder

April 2015 - Present

We are working on a non-invasive glucose monitor. This is a medical device that can measure your blood sugar level without finger-pricking. Just put your finger on our sensor (similar to a fingerprint sensor) and a laser will look through your skin and determine your glucose level painlessly.

We have a patent on our technology and work together with the brightest minds in the industry. Our first device will be available in 2017.

CTO & Co-Founder at SixDoors, Inc.

February 2013 - March 2015 (2 years 1 month)

SixDoors allows consumers to discover and buy products from the best independent retailers and get them delivered, same day, starting in San Francisco.

SixDoors vision is to power the commerce platform of the 21st for independent retailers worldwide.

Tech-Stack: Ruby on Rails, Ember.js, Objective-C, Postgres, Redis, CI with Travis

Co-Founder at Plinga GmbH

June 2009 - September 2012 (3 years 3 months)

Leading social games publisher in Europe: Plinga games reach more than 30 million players every month and 70+ employees share the goal of making Plinga the world's leading distribution platform for social games.

Plinga grew in 3 years from 2 to 70 people and from 0 to millions in revenue. We published more than 40 games and hosted our own small "Amazon EC2" by running an Eucalyptus-Cloud with more than 500 virtual servers.

Tech-Stack: we published several games with different stacks (Flash, PHP, RoR, JavaScript, Java, MySQL, Postgres, Redis, Mongo, Amazon EC2/S3/OpsWork/..., Eucalyptus, Chef, Puppet, ...)

Founder

June 2004 - June 2009 (5 years)

Mobile gaming company back in the times when Nokia was cool. Alazar's "Soccer Manager" won a price for the "best mobile sports game" in 2005. This game was published in 20+ countries in 10+ languages on 100+ different devices.

Later some successes on iPhone, too:

- "Picoli" (photo editing app, Top 25 photo-app worldwide in iTunes-Store)
- "Triviatic" (game -> who wants to be a millionaire)
- "Labelfinder" (discovery app for Berlin fashion labels)
- and more.

Small team with up to 5 people.

Tech-Stack: Java, J2ME, C++, Objective-C, VisualMeqqs (own scripting-language for cross-platform deployment), PHP, MySQL

CTO

June 2003 - June 2004 (1 year)

Build up team and technology for this dating website. ilove.de was one of the biggest dating services in Germany with more than 3 million users in 2004.

iLove grew from 1 to 20 people in one year and was profitable by the time I left.

As part of Jamba, iLove was acquired in 2004 by Verisign.

Freelance Consultant at Wincor Nixdorf

January 2002 - June 2003 (1 year 5 months)

Project lead for defining and implementing a web-based Management Information System. System is still in use worldwide.

Director of Technical Marketing at datango AG

November 2000 - December 2001 (1 year 1 month)

datango offers an E-Learning system. I was responsible for the (strategic) product roadmap.

Education

Handelshochschule Leipzig / HHL - Leipzig Graduate School of Management

Master of Business Administration (MBA), Entrepreneurship/Entrepreneurial Studies, 1998 - 2000

TFH Berlin

Bachelor of Applied Science (BASc), Computer Science, 1994 - 1998
