

Jeff Schomay

720-514-0032 • jschomay@gmail.com • [linkedin.com/in/jeffschomay](https://www.linkedin.com/in/jeffschomay) • github.com/jschomay

Summary

Curious and creative AI Engineer with 10+ years of industry experience and a proven track record leading and delivering zero-to-one initiatives in generative AI, LLM integrations, and real-time systems. Serial Hacker News topper and community engager.

Mechanical Orchard, Senior Staff AI Engineer – 2022 to 2026, remote

Modernizing legacy COBOL mainframe systems with applied generative AI.
Python, LLMs, RAG, Neo4j, Agents, MCP, GCP

- Led R&D team, delivering 4 critical core platform technologies.
- Built first mainframe comprehension POC leading to \$24M Series A funding.
- Pioneered 10X speed, reliability, and accuracy improvement on cross-team AI agentic COBOL transpilation system.
- Recognized as internal and external thought-leader across nascent technologies.
- Mentored multiple interns and new grads to leadership positions.

Oneirocom, Interim CTO – 2022, remote

Pipelines for generative AI game content creation at the dawn of generative AI.
TypeScript, GPT, LangChain, ControlNet, StableDiffusion, Vector Databases, Fine Tuning, LoRA

- Developed technical demos and whitepapers with former members of “AI Dungeon” to present to investors for seed funding.

Kohort, Lead Software Engineer – 2020 to 2022, remote

Real-time remote collaboration software in the height of the pandemic.
Elixir, TypeScript, React, Postgres, WebRTC, SQL, GCP, HuggingFace, OpenAI, speech-to-text

- Trailblazed one of the 1st services offering real-time AI functionality including transcription, topic detection, face tracking, and emotion detection, as part of a cross-functional team, working closely with early AI integration service providers.

Adobe, Senior Software Engineer – 2017 to 2020, Seattle, WA

Experimental real-time collaborative photo library management.
JavaScript, Elm, Elixir, AWS

- Worked alongside Mark Hamburg, the original architect of Photoshop, to develop front-end and back-end protocols for syncing and rendering 10,000s of photos with near-zero latencies.
- Designed and built a “synthetic users” system for load generation and automation testing based on AI behavior trees, discovering 20% more bugs than alternative testing tools.

Personal Projects

- [Rendering a game with AI in real time](#) - #1 on Hacker News with 20k+ views
- [Letting AI play my game](#) - top 10 on Hacker news with 10k+ views
- [Lost](#) - Infinite exploration game powered by a custom multimodal AI pipeline using fine-tuned models for 100% AI-generated content.
- [Deadline](#) - Story-driven game with context aware AI NPCs, received “Inworld AI Grant Program Award” and spotlighted on the Arcade Page.
- [Elm Narrative Engine](#) - Open source passion project developed for over 5 years.
- Multiple [game projects](#) using different techniques and technologies with 1000’s of plays.
- Multiple open source projects, including [elm-paginate](#), [elm-graph](#), [elixir-behavior-tree](#), and Adobe’s [bot-army](#).

Conference talks

- AI Engineer Summit 2023 - [Using AI to Build an Infinite Game](#)
- ElixirConf 2018 - [Behavior Trees and Battleship](#)
- ElmConf EU 2017 in Paris - [Turning the Elm Narrative Engine Inside Out](#)
- ElmConf US 2016 at StrangeLoop - [Introducing the Elm Narrative Engine](#)

Articles

- [Orchestrating Confidence](#) (Mechanical Orchard blog)
- [Context Engineering Explained in Pictures](#) (Mechanical Orchard blog)
- [Personal blog series](#) on using generative AI in games
- [In Search of AI](#) poetic reflections on inaugural AI Engineering Summit

Skills

- **Languages:** Python, TypeScript, JavaScript, Elixir, Elm, SQL, Cypher, Haskell, Clojure
- **AI/ML Tools:** PyTorch, TensorFlow, HuggingFace, LangChain, RAG, LLaMA, OpenAI, Anthropic, LoRA, LlamaIndex, AutoGen, smolagents
- **Infra & Data:** GCP, AWS, Postgres, Neo4j, Weights & Biases, Pandas
- **Soft Skills:** Leadership, Mentoring, Technical Communication, TDD, Agile

Education

Continuing Education

- Coursera: Data Engineering for AI (2024)
- DeepLearning.ai: Generative AI and RAG Systems (2023)

University of Colorado Boulder - BFA in Film Production, 2003