

Emiliano Schmid

HEAD OF SOFTWARE DEVELOPMENT | CHIEF SOFTWARE ARCHITECT

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EXECUTIVE PROFILE

Engineering leader and hands-on software architect with 20+ years of experience turning complex, high-stakes problems into systems that operate reliably at scale. Founded Danaide's software development function and has led technical strategy, team formation, architecture, delivery and production operation for video-management, ANPR and real-time analytics products. Brings credibility with engineers through deep C++ expertise while aligning management, clients, infrastructure, support and hardware partners around explicit technical decisions and measurable outcomes.

LEADERSHIP IMPACT

- **Built an engineering organization** - Established the software department from zero, including infrastructure, hiring processes, team practices and technical culture.
- **Led products from architecture to operation** - Owned the path from problem definition and trade-offs through implementation, deployment, observability and long-term evolution.
- **Scaled critical platforms** - Directed systems that continuously process thousands of video streams and millions of ANPR transactions per day.
- **Modernized delivery** - Introduced CI/CD, containers, Kubernetes, GitOps and automation to make releases faster, more repeatable and safer.
- **Created a participative technical culture** - Promoted open debate, mentoring and shared design ownership while remaining available for the hardest engineering problems.

PROFESSIONAL EXPERIENCE

DANAIDE | Chief Software Architect & Head of Software Development

2009 - Present

Digital security and public-safety systems

- Founded and grew the software capability, defining the operating model, engineering standards, recruitment, technical assessments, onboarding and collaboration with the rest of the company.
- Set architecture and technical direction for UltraIP VMS, Central ANPR, facial recognition and real-time analytics, while staying hands-on in high-risk components and critical delivery periods.
- Led cross-functional execution across management, engineering, infrastructure, support, administration, clients and vendors; translated operational constraints into clear technical priorities.
- Built an environment of participative design, open technological debate and mentoring, helping engineers develop judgment rather than simply follow prescriptions.
- Introduced reusable C++ foundations and platform components that reduced duplication and improved consistency across products.
- Implemented CI/CD and container-based delivery with GitLab CI, Docker, Kubernetes, GitOps and Ansible, making software easier to test, deploy and operate.
- Supported deployments across cities, airports, prisons, stadiums, highways and transport infrastructure, balancing reliability, performance, field constraints and maintainability.
- Developed integrations with camera ecosystems, ONVIF/RTSP devices, IoT and specialized hardware, including cloud-ready product initiatives.

ID GAMING / ID INTERACTIVE | Game Developer & Platform Maintainer

2005 - 2009

Casino game software

- Led the full lifecycle of multiple games, coordinating feasibility, mathematical design, C++ development, visual integration, tooling and deployment.
- Took ownership of the shared development platform and improved the LASH language with type inference and higher-order capabilities, increasing the platform's expressive power and maintainability.
- Worked in a high-reliability environment where software failures directly affected live operation and financial outcomes.

EARLY CAREER | Full-Stack and Independent Software Developer

2004 - 2005

- Delivered a television-programming automation system as sole developer and contributed an object-oriented PHP framework to a Buenos Aires City Government modernization project financed by the Inter-American Development Bank.

PRODUCT, THOUGHT LEADERSHIP & TECHNICAL CREDIBILITY

- **TicketMage** - Current applied-AI product that delegates recurring Jira operations through chat, real-time voice, files and Telegram while respecting user permissions and human control.
- **Technical writing** - Publishes practical articles on C++, performance, architecture, hardware integration and responsible use of AI, emphasizing context and trade-offs.
- **Engineering depth** - Expert C++ background spanning concurrency, memory, templates, networking, video, distributed systems and direct hardware integration.

LEADERSHIP & TECHNOLOGY

Leadership: Team building, hiring, mentoring, technical strategy, architecture governance, cross-functional alignment, client communication, delivery and production ownership

Systems: C++, distributed and real-time systems, video streaming, computer vision, ANPR, event architectures, hardware and protocol integration

Platform: GitLab CI, Docker, Kubernetes, GitOps, Ansible, Linux, NATS, Redis, PostgreSQL, SQL Server, MySQL, MongoDB

EDUCATION

UNIVERSIDAD NACIONAL DE LA PLATA (UNLP) | Licenciatura en Informática

1998 - 2004

Teaching Assistant: Functional Programming and Formal Languages | LIFIA research scholarship