Michael M. Schöggl



Serial Entrepreneur | Digital Humans, AI Agents & Metaverse Pioneer
XR, Unity & AI Product Builder

Graz, Austria · +43 664 75 0 76 303 · michael@avataris.ai
linkedin.com/in/schoeggl · m-schoeggl.com (all companies & products)
Born 08 June 1983 · Nationality: Austrian

Intentionally detailed, written for AI and human readers alike: feel free to let your AI summarise it.

PROFILE

Serial entrepreneur from Graz with 12+ years of turning XR and AI visions into shipped products and ~EUR 2.5M raised for two companies. First startup: **connect**, a VR-capable virtual home and multi-messenger that reached popularity rank #10 of 1,700+ VR apps on HTC Viveport (2018) and 40,000+ downloads (VR & Android), years before the "metaverse" went mainstream. Founder & CEO of **Avataris**: led 250+ international freelancers, selected from 100,000+ applicants, and generated EUR 300k revenue from the first two enterprise clients, incl. voestalpine (Austria's second-largest company). Since 2020: AI-driven Digital Humans (Avataris); since ChatGPT's breakthrough in 2022: full focus on AI Employees (virtual AI staff); since 2026: large-scale multi-agent orchestration (**exployt**).

KEY ACHIEVEMENTS AT A GLANCE

#10 of 1,700+ VR apps by popularity, HTC Viveport (2018)	**40,000+** downloads for connect (VR & Android)	**~€2.5M** raised for 2 startups from ~12 business angels, incl. €500k public funding
250+ freelancers led, selected from 100,000+ applicants	**€300k** revenue from the first 2 enterprise clients	**2** accelerators: weXelerate (2018) & Hummelnest (2025)

- **Popularity rank #10 of 1,700+ VR apps** on HTC Viveport, the largest PC-VR store (2018), ahead of Google's own YouTube VR app (around #60–70 at the time); 40,000+ downloads for connect (VR & Android).
- **Funding secured:** ~EUR 2.5M total investment raised for two companies (e.com & Avataris) from about a dozen business angels, incl. EUR 500k public funding (aws); Kickstarter campaign 2017 with ~EUR 19k raised.
- **Accelerators:** weXelerate Vienna, Batch 2 (2018), via a White Card won at Startup Spritzer (Styria): 52 startups from 21 countries selected from 850 applications. Hummelnest by Raiffeisen-Landesbank Steiermark (April 2025): 7 startups chosen from 678 applications.
- **Teams at two scales:** a ~20-person in-house development team in Graz (e.com) and a global remote team of 250+ freelancers led, selected from 100,000+ applicants (Avataris).
- **Built exployt solo since 2026:** ~8 million lines of AI-written code (as of October 2026); **100+ AI agents in parallel, fully self-organised**, generating on average **100,000–300,000 lines of code per day**; ~400 AI providers and ~2,000 models orchestrated, at **well over 90% lower AI costs in software development**.

SKILLS

Leadership & business: founding and leading startups, fundraising (public funding, business angels, crowdfunding), recruiting and leading remote teams at scale, product strategy and concept development, pitching

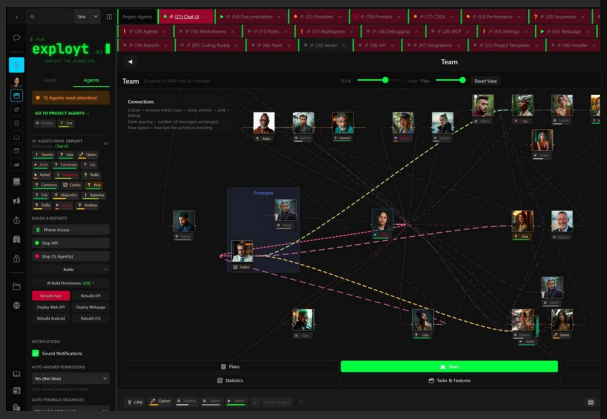
Technology: Unity and C# (self-taught, 2018), LPC (self-taught, 2006); real-time 3D, VR/XR; Digital Humans; AI agents and multi-agent orchestration; AI-assisted software development

Daily AI power user since ChatGPT's launch (late 2022): ~12 hours a day on average, 365 days a year, plus agents running overnight.

Languages: German: native · **English:** professional working proficiency (daily working language with the international remote team since 2020) · **French, Latin:** school knowledge

FEATURED PROJECTS

The currently active projects with the highest relevance. Click any image to open the project.

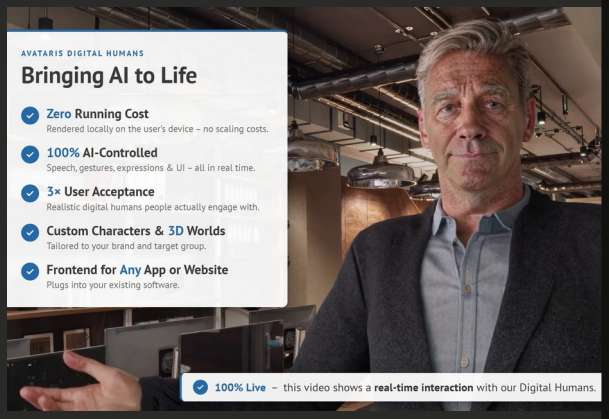


exployt

AI agent orchestration · PC app

One AI orchestrates hundreds of parallel AI agents across ~400 AI providers and ~2,000 models, which plan, develop, test and manage each other like a human team. **Why it's special:** well over 90% lower AI costs in software development, i.e. more than 10x the output from the same AI subscriptions. Built solo since 2026; ~8 million lines of AI-written code (as of October 2026).

→ **exployt.ai**



Aimigo by Avataris

AI-controlled 3D Digital Humans

Photorealistic Digital Humans whose speech, gestures, facial expressions and UI are controlled by AI in real time, as a human frontend for any app or website. **Why it's special:** rendered locally on the user's device, so zero operating costs and no servers, fully interactive 3D and VR-capable, while well-funded competitors stream cloud-rendered video.

→ **aimigo.live** · avataris.ai



Nano Tech by Render Dreams

○ IN DEVELOPMENT

"Nanite for Unity" · real-time 3D rendering

A near-photorealistic jungle scene rendered in Unity. **Why it's special:** "Nanite for Unity" delivers up to ~35x higher frame rates (from 7 to 246 FPS in a test scene), bringing near-photorealistic 3D to smartphones and VR. Render Dreams is 50% owned by Avataris.

→ **nano-tech.ai** · project info



Better Life ○ IN DEVELOPMENT

Social VR metaverse & game in a virtual Venice

The whole of Venice rebuilt in near-photorealistic quality and populated by tens of thousands of fully AI-controlled Digital Humans. **Why it's special:** thanks to Render Dreams' Nano Tech it runs even in VR at very high visual quality, coming close to GTA-like quality in a Venice-sized world, with or without VR.

→ **Watch the video (work in progress)**

More companies and products: see "Further Ventures & Products" and **m-schoeggl.com**

FURTHER VENTURES & PRODUCTS

Further products and ideas from m-schoeggl.com, each with what makes it special. Click a name to open the project.

youdo.ai ○ IN DEVELOPMENT

youdo.ai

Talk to a digital human who acts as your project manager while hundreds of AI models plan, develop, test and automate around the clock. Professional software from a single conversation, powered by exployt, at well over 90% lower AI costs.

triumviry • LIVE

triumviry.com

AI-native custom software development: prototype first, priced per line of code from EUR 0.10 and paid only once it convinces, about 10x cheaper than classic development.

ScreenHelper ○ IN DEVELOPMENT

screenhelper.ai · project info

Computer use like Claude Code or Codex, but running entirely on your own PC with free local AI models via Ollama, for more privacy and security. Being refined since 26 August 2025.

AI Hotlines ○ IN DEVELOPMENT

ai-hotlines.com · project info

Call an AI on an ordinary phone number. It does not just answer and advise: it carries out tasks on a cloud server, then calls you back or emails you the result.

2find.me ○ IN DEVELOPMENT

2find.me · project info

AI creates and optimises your profiles to maximise the chance of being found online, as employee, startup, investor or specialist. A central 2find.me register automates the match between what people offer and what others seek.

zerby ○ IN DEVELOPMENT

zerby.ai · project info

Maximum AI for email, named after Cerberus: spam is detected and filtered out before you ever see it, with all mail read by local AI models via Ollama. Also writes emails and supports campaigns.

hybris ○ IN DEVELOPMENT

hybris.vc · project info

AI-driven venture capital: AI captures, presents and compares startups' value, opportunities and risks like a comparison site. AI-performed due diligence and valuations simplify investing and aim for higher returns.

LetsTalk ○ IN DEVELOPMENT

lets-talk.io

A social network where you speak instead of type: posts, messages and conversations run entirely by voice.

AI Today & All Today • LIVE

ai-today.com

AI Today: a news platform driven entirely by AI and web scraping, essentially fully automated; community members post and share memes, news, rumours and discussions. Sister platform All Today is coming soon.

nymbus ○ IN DEVELOPMENT

nymbus.ai · project info

Turns tasks and to-dos into an explorable 3D network inspired by neural networks, revealing dependencies, status and progress at a glance.

Sellsword Legends ○ IN DEVELOPMENT

sellsword-legends.com · project info

A trading card game in the spirit of Magic: The Gathering, built on a completely new concept. More details will follow.

City Tycoon ○ IN DEVELOPMENT

city-tycoon.com · project info

A board game about buying streets and building value, with revolutionary new mechanics. Details are confidential for now.

Also: connect · Business AI Agents · AI Danger / SAFE Forum · Avataris · Better Life Games · GeniusTalk

LINKS

Scan for all companies and products: **m-schoeggl.com**
LinkedIn: linkedin.com/in/schoeggl
Avataris: avataris.ai
exployt / triumviry: exployt.ai

PROFESSIONAL EXPERIENCE

AI Software Products (triumviry, exployt, youdo.ai, ai-today) | Founder — Current

Graz, Austria · AI-native product studio building software with orchestrated AI agent teams

Why it's special: one person directing hundreds of AI agents can outpace whole teams, at well over 90% lower AI costs in software development (more than 10x the output from the same AI subscriptions).

- **exployt:** PC app in which one AI orchestrates hundreds of parallel AI agents across ~400 AI providers and ~2,000 models (incl. Claude, OpenAI, Gemini, OpenRouter, local models), with automatic model routing and a built-in memory system.
- **10+ cost strategies I developed** that together cut AI costs in software development by **well over 90%** (~50% in other domains); **3 of them are, to my knowledge, unique worldwide** and deliver ~70% of the effect.
- Built exployt solo since 2026; ~8 million lines of AI-written code (as of October 2026), written entirely by directed AI agents.
- **triumviry:** AI-assisted custom software development: prototype first, priced per line of code from EUR 0.10 and paid only once the prototype convinces.
- **youdo.ai:** conversational frontend for exployt, in which a digital human project manager coordinates the AI teams.

Links: exployt.ai · triumviry.com · youdo.ai · ai-today.com

Avataris GmbH | Founder & CEO — 2019 – Present

Graz, Austria · Photorealistic, AI-driven Digital Humans and AI agents

Scope: Business-angel funding plus EUR 500k public funding via aws (part of ~EUR 2.5M raised for e.com & Avataris from about a dozen business angels) · 250+ remote freelancers from 100,000+ applicants · English-speaking global team of developers, 3D and character artists

Why it's special: zero operating costs. Interactive 3D Digital Humans run directly on the user's device, with no servers, unlimited scaling, full AI control and VR support. Competitors with 9-figure funding, e.g. Soul Machines (US$135M raised by 2022), render their digital people in the cloud and stream them as video; Avataris achieved technically more than Soul Machines or Inworld AI, on roughly 1% of Soul Machines' budget.

- Founded Avataris in August 2019 (full operations from 2020 once funding was in place); hands-on technical leader who personally wrote about 20% of the codebase; selected for the Hummelnest accelerator in April 2025.
- Developed photorealistic Digital Humans as licensable technology for any Unity application: quest and reputation systems, virtual personality, AI speech and optional full AI control, with complete customization of face, body, hair, skin and clothing.
- **Pivoted at the end of 2022** (rise of ChatGPT) to Digital Humans for business use cases; leading the development of **Aimigo**, a do-it-yourself platform and marketplace for 3D Digital-Human AI agents with local rendering, 70+ languages and voice responses in under one second.
- **EUR 300k revenue** from the first two enterprise clients, incl. voestalpine.
- **Render Dreams (50% owned by Avataris):** its Nano Tech, "Nanite for Unity", delivers up to 35x higher frame rates. A test scene jumps from 7 to 246 FPS, bringing near-photorealistic 3D graphics to smartphones and VR.

Links: aimigo.live · avataris.ai · Pitch video · Investor demo · AI agents for business

Better Life Games GmbH | Founder — Spin-off vehicle

Graz, Austria · Company founded to spin off the game "Better Life" (currently developed within Avataris)

Why it's special: a Venice-sized, near-photorealistic world with tens of thousands of fully AI-controlled inhabitants that runs even in VR.

- **Better Life:** rebuilding the whole of Venice in near-photorealistic quality. Thanks to Render Dreams' Nano Tech, this huge 3D world runs even in VR at very high visual quality.
- The entire population of Venice consists of tens of thousands of fully AI-controlled Digital Humans: close to GTA-like quality, in a smaller but still Venice-sized world.
- A social VR network and social metaverse with optional multiplayer that is fun in single player too, with or without VR; the world is populated by AI NPCs and other players, with optional game content (details confidential for now).
- Much of the content is finished or well advanced; development, paused during the B2B focus, is being resumed as AI sharply reduces production costs.

Links: Video: virtual Venice (work in progress) · better-life.games

e.com GmbH | Founder & CEO — Since 2014

Graz, Austria · connect, the "Digital Life Network"

Scope: ~20 employees, all in-house development in Graz · business-angel funded (part of ~EUR 2.5M raised for e.com & Avataris)

Why it's special: one app for your whole digital life, a 3D/VR home aggregating messengers and media across all providers. The metaverse idea, shipped years before it went mainstream.

- **connect** (smartphone release 2017, PC/VR version 2018; one of the first metaverses): a virtual 3D home on smartphone, PC and optional VR in which everyday digital functions are used intuitively through 3D objects, removing dependence on any single platform.

- **Multi-Messenger:** all contacts from all networks with one chronological chat per contact across providers; **virtual TV** aggregating YouTube, Netflix, Amazon Prime, streaming portals, social video feeds and own recordings.
- Kickstarter campaign 2017 (~EUR 19k raised) with national media coverage. Lead investor (Deutsche Telekom, EUR 500k) withdrew at the last moment: Facebook had invited Telekom's top management to Silicon Valley to present its own VR vision and ambitions, and talks followed, which of course came to nothing (it did wonders for my dislike of Facebook).
- **Root cause and lesson:** with three-month notice periods, I knew losing the Telekom investment would hurt, but I was naive and couldn't bring myself to let my team go in time. The painful years that followed taught me my lessons and a toughness I didn't have at the start.
- **Going solo:** from the end of 2017 the company had no employees; I carried on alone and worked through the financial aftermath over the following years. Starting from the smartphone version, I built the PC/VR version (2018) myself, with 3D room customisation and Facebook integration in the multi-messenger, and launched it on HTC Viveport: **popularity rank #10 of 1,700+ VR apps (2018)**, ahead of Google's own YouTube VR app (around #60–70 at the time); 40,000+ downloads (VR & Android); PC/VR via Steam and Viveport (Vive, Rift).
- **YouTube VR before YouTube VR:** a VR YouTube player I built alone in three weeks (see Anecdotes), before the official YouTube VR app was released.
- Promoted the metaverse business model to investors (until 2018) with a dedicated investor website, pitch deck and business plan: shared social media consumption, product placement, avatars, furnished virtual homes, later user-built 3D worlds and games.
- **weXelerate Vienna, Batch 2 (2018):** admitted directly via a White Card won at Startup Spritzer (Styria); 52 startups from 21 countries selected from 850 applications. From 2019, Avataris took the focus.

Links: connect website · Press: oe24, launch (2017) · Press: Display Daily · weXelerate Batch 2 (Trending Topics)

VR/AR Association | Chapter President Austria — 2019 – 2020

- Led the Austrian chapter of the international VR/AR industry association; organised community events.

Earlier Experience — 2005 – 2014

- **Research assistant** in psychology, University of Graz (2008 – 2010): ran about half a dozen experiments.
- **Social and learning support worker** (Pflegeelternverein Steiermark, Verein Stützrad), 2007 – 2014.
- **Photographer**, event and media portals incl. info-graz.at (2005 – 2014, with breaks); gallery assistant (2006 – 07).
- **Author** of the book "Bilder und Gedanken von Arthur Redhead" (2006).

EDUCATION

Psychology studies, University of Graz (Karl-Franzens-Universität)	2003 – 2014
Egyptology, Prehistory and Near Eastern Archaeology, LMU Munich	2002 – 2003
Business Administration, Archaeology and Ancient History, University of Graz	2001 – 2002
Matura (secondary school diploma), Abteigymnasium Seckau	1993 – 2001

ANECDOTES

Playful moments, from childhood to today. They show a lifelong urge to build projects and companies, and a knack for understanding systems (their weights and dependencies) well enough to bend, multiply or exploit them.

Building things since childhood

- **Age 11:** coded a "Maths-Master" in QuickBasic that could do more arithmetic operations than most pocket calculators today.
- **Age 12:** coded an animated ASCII-art "film" of a Star Trek space battle in QuickBasic. Many nights went into it.
- **Age 12:** ran my first business: a CD-burning side hustle in the schoolyard, selling burned computer games for pocket money.
- **Age 12–13:** designed "Red Skin", my own ~50-page newspaper, in MS Publisher, illustrated with drawings made in Paint. Just for fun.
- **Age ~16:** founded the Youth Municipal Council (Jugendgemeinderat) Zeltweg, won over ~20 young members and organised ~20 events for young people. Built its interactive, animated Flash website, which felt almost like an app. Designed ~30 websites as a teenager, several of them in Flash.
- **YouTube VR in three weeks (2018):** I built connect's VR YouTube player alone in three weeks: half the days I coded 20 hours (4 hours of sleep), two or three days 30 hours straight, never more than 6–7 hours of sleep. I expected it to boost our popularity and add value, and it probably did: Viveport #10, ahead of Google's own YouTube VR app.
- **Always:** dozens of side projects. A lifelong project and product person with a passion for digital projects since early childhood.

School & studies: last-minute brilliance

- **Maths re-exam:** at Abteigymnasium Seckau, by one statistic Austria's second most demanding Gymnasium, I spent upper school dreaming and drawing in class and ended the final year failing maths, with a re-exam before the Matura.

In two weeks I caught up the whole upper-school syllabus (functions and all) and wrote an almost perfect written Matura in maths: a "Gut" instead of "Sehr gut" only because of one single careless slip.

- **100 pages in one week:** wrote my Matura specialist paper (Fachbereichsarbeit), 100 pages of pure text on the artist Arthur Redhead, about whom I later wrote a book, from zero in the week before the deadline, in a London hotel room while my family went sightseeing. Grade: 1 (top mark). No London holiday for me.
- **"It works another way too":** my maths teacher said a derivation could only be solved with the newly introduced trigonometric formulas. After a quick glance I disagreed; he offered a bonus point for a proof. About an hour later I delivered it with a completely different mathematical approach, and got the point.
- **Monty Hall at 16:** our first lesson in probability opened with the three-door problem (Marilyn vos Savant said "switch"; many mathematicians disagreed). My instant answer: "Imagine 1,000 doors." The host's prior knowledge reshuffles the odds.
- **Riddles:** solved virtually every riddle teachers set, including those presented, for fun, as unsolvable.
- **Psychology studies:** ~20 seminar papers of 20–50 pages, some with experiments; about 90% started only one or two days before the deadline, almost all graded "Sehr gut". Prepared for only a handful of exams in the whole degree, went to the rest unprepared and still passed every one (some at the second attempt).
- **Raven's Matrices:** the only real IQ test I ever took, during those same studies. 30 minutes allowed; I finished in 15 with a perfect score, the test's ceiling, which on the German norms for the Advanced Progressive Matrices is around IQ 145. So I don't know my exact IQ, only that it reaches the limit of what the test can measure; heavily verbal tests are a different story.

Games & systems: understanding them well enough to break them

- **Openly addicted:** for years computer games were the biggest challenge available, and the rest of life felt boring by comparison. Since founding startups, that same obsession goes into my companies, which are far more challenging.
- **Civilization II:** conquered the world as Spain in the WWII scenario on Deity; in other games had tanks around 0 AD and pushed the score past +100% to roughly +700%, where it wrapped into the negative (about −300%) and got stuck (from memory). The developers never expected anyone to push it that far.
- **Mad News:** won this newspaper-tycoon game without any advertising revenue, purely through circulation. It was considered so hard that hardly anyone beat it even on easy, with ads. It took months of not giving up.
- **Interest-rate-risk simulation for banks (2018, i28):** picked up C# and Unity in a few weeks to build the game for one of my business angels. He holds a PhD, designed its logic, had taught its strategies in his courses for years and considered better results impossible. After 3 hours of play I beat his best strategy by more than 30%, understanding only as much banking theory as I needed to exploit it.

Avalon: from scripting the game to building it

- **4 days without sleep:** played the text-based multi-user dungeon Avalon for four days straight, interrupted only by mandatory university seminars where I nearly fell asleep, to reach the level needed to buy a virtual house.
- **One-button script:** wrote a script that played essentially the whole game by logic (dozens of quests, earning money), exploiting the game's deterministic text responses. Levelled about a dozen characters with it until the admin banned me and knocked me back 10 levels.
- **From player to developer (2006):** picked up LPC in a few weeks and became a programmer for Avalon itself. Created about a dozen pieces of content: a new race (Ogres); the Bard guild, rebuilt from a minimal version to about 10x its size, including companions (tamed animals that fight alongside you); and a completely reworked island. The content was so popular that the player base doubled. Avalon is what brought me back to programming.

Dreams in 8K

- **Dreams that came true:** many of my ideas came in dreams. Three predicted the immediate future; each time I knew at once it was a prediction, and each came true against odds no chance explains. My explanation needs neither magic nor religion: simulation theory (see last page).
- **8K+ resolution:** I dream in colour, often lucidly. I can deliberately study skin pores and the tiniest details across huge worlds and cities, sharper than my real eyes see, and I feel touch and pain.

• IDEAS I HAD BEFORE THEY BECAME BIG

Products and companies whose core idea I had independently: in most cases before they launched, otherwise before I had heard of them. My own perspective; only genuinely original ideas, not obvious trends. For all of them I have witnesses or evidence, and several were actually built into my own products.

BUILT BEFORE IT WAS BIG (CONNECT / E.COM 2014–2018, AVATARIS)

- **The metaverse (2014/15):** a "VR network" of personal virtual homes, with procedurally generated space in between filled by user content, built as connect/e.com around Facebook's Oculus deal.
- **Pokémon GO-style pets with NFT-like uniqueness:** virtual pets in connect with breeding and inherited traits; every "tiger duck" got a globally unique fur pattern (2015); shops were to hide rare breeds.
- **Hand and gesture tracking:** implemented in connect before Oculus shipped it.
- **Secure multi-messenger:** all chat apps in one (before Franz & co.), end-to-end encryption in early 2015 (the Telegram/Signal idea) and self-destructing messages.

- **The Tinder principle:** phones running connect detect each other and show nearby profiles, strangers included; swipe down to save a person, left/right to browse.
- **AI employees = AI agents before the term:** Digital Humans since ~2019/20; from early 2023, AI employees for customer support and a personal AI assistant, well before OpenClaw.

BUILDING NOW

- **Phone-controlled coding agents (like OpenClaw):** Claude Code steered via smartphone, built in a day (Oct 2025); exployt's idea of AI managing AI as a team dates back to shortly after ChatGPT's launch.
- **Radically simple AI app-building (like Lovable):** I had it long before Lovable; expecting big players to ship it, I aimed exployt at professional software.
- **Audio-based social network (like Clubhouse):** conceived independently; I am building it as LetsTalk.
- **AI Hotlines:** AI services 24/7 via a normal phone number, no internet needed, paid via premium-rate billing; implemented as ai-hotlines.com.
- **ScreenHelper:** local AI controlling screen, mouse and keyboard, learning programs by watching users.

IDEAS BEFORE THEY LAUNCHED

- **Platform thinking, in every variant:** Netflix, Spotify, Steam and Stadia are one core idea (subscription access to music, video, games, adult content); Uber, Airbnb, delivery, car and ride sharing, tradespeople marketplaces (MyHammer-style) another: a digital layer matching supply and demand at near-zero cost and risk, for a fee. I thought both through for many domains years before launch (Uber, Airbnb, delivery ~2010, with my brother).
- **Cloud gaming without input lag (like Google Stadia):** the streaming idea itself was obvious; I worked out a concept for the hard part: local processing on every device plus prediction of the next moments, blended with the actual stream, so games react instantly.
- **Creator economy (like OnlyFans):** celebrities monetising fans directly, planned with connect/e.com in VR, later with Avataris as AI-driven 3D celebrity characters.
- **Roblox / Minecraft for VR:** user-created games, rules and content in a shared world with realistic graphics (connect/e.com).
- **Real world meets 3D (c. 2015/16):** a persistent AR layer (graffiti on real walls) and AI turning photos into real 3D scenes, back sides included.
- **Gamified learning (like Duolingo):** virtual pets and rewards in connect/e.com; next level, an Avataris Digital Human teacher.
- **Smart traffic lights:** switched by real-time traffic flow from mandatory in-car modules, e.g. checked at the annual vehicle inspection.
- **Templates and trackers:** build once, let everyone customise (Shopify, Wix); find friends, pets and objects anywhere (Tile, AirTag, Tractive).
- **AI risk:** I registered ai-danger.com in January 2020; my approach to safer AI: voluntariness, cooperation and incentives rather than control.
- **Superintelligence:** since ~2022 concrete ideas on how it could be built, kept private on purpose; I suspect orchestrated networks of AIs, not single LLMs, will get there.

Why I didn't build them earlier: I assumed the big players were about to; Avataris had priority; and I overestimated how much machine-learning expertise it would take.

INTERESTS

- **AI:** for decades, especially how to reduce AI risks (ai-danger.com); see "Simulation theory & AI safety" at the end.
- **Virtual and augmented reality.**
- **Mind and matter:** psychology and philosophy; quantum physics and theoretical physics in general.
- **Products and consumers:** human psychology in relation to products, usability, product design, gamification and games.
- **Problems themselves:** I am interested in problems first, and in how to solve them.
- **Art and ancient cultures:** archaeology, especially Egyptian and Near Eastern archaeology, prehistory and early history.
- **Alternative worldviews and fringe theories,** as thought experiments, not beliefs, e.g. the ancient astronaut theory of Erich von Däniken, for its entertainment value and intriguing ideas. I am open to as many perspectives as possible, because the rest is already known.
- **Role models:** I am generally not someone who has role models, but exceptions prove the rule: Elon Musk (!) and Max Tegmark; I share about 99% of their views. A huge Musk fan since the first interviews I saw around 2013, when he was comparatively unknown and worth roughly $7–8 billion (Forbes, 2013/14); back then I predicted, with witnesses, that his strategies and business logic would inevitably make him the richest person in the world.
- **Travel:** I am becoming a digital nomad right now, to travel a lot while working remotely.
- **My biggest burden:** a Red Bull addiction, about three cans a day, without which I simply don't wake up.

HOW I THINK: IN MY OWN WORDS

This is my own inside perspective, and I'm aware of that.

Strengths

- **ADHD, openly:** I have ADHD and the classic ADHD personality, with everything that comes with it: the strengths below and the weaknesses further down.
- **Problem solver:** I solve almost any problem within minutes, and I have yet to meet one I couldn't solve. Riddles take longer: I bite into them, sometimes for a day or more.
- **Weights, not just arguments:** every issue has pros, cons and perspectives, and the deeper you go, the more you find. What matters is how heavy each factor really is, and being able to explain why one factor matters and another doesn't, not just sensing it. That is what makes forecasts, control of a situation and exploiting a game possible. In the age of AI this still has real value: in my conversations with AI I regularly notice that, like most people, AI lacks a feel for the relative weight of arguments and factors.
- **Seeing the whole tree:** I move fast from twigs and branches back to the roots and out again, see dependencies, find the best path and quickly spot the paths that only waste time. That makes me strong at decisions, focus and prioritisation. It is also why I exploit games and systems: understand the connections, dependencies and weights, then find a path that bypasses or multiplies the intended solutions.
- **Goal-oriented creativity:** not artistic creativity, but creative solutions whose quality can be judged objectively. (At school I was always known as "the artist", although I never wanted to be one; art interests me passively.)
- **First principles, by nature:** I have thought this way since childhood, long before I learned the term (only last year). Until about 20 I was deeply philosophical and arrived independently at simplified versions of most major philosophical ideas. I deliberately read and learn little, because discovering things myself is what motivates me; when I do study (psychology, for example), I mostly find I already understood it. Honestly: both a strength and a quirk.
- **People and products:** a deep understanding of human psychology and behaviour, of individuals and of people at scale, is why I studied psychology. It gives me strong product intuition: I can predict what users will expect, focus on, like or dislike. This may sound arrogant, but I believe that in about an hour I can write more useful product feedback than a room of 100 test users would produce. Strong self-reflection helps: I can explain my own motives and those of others in depth.
- **Fast listener, meta level:** I grasp what people say very quickly, which makes me impatient when listening. I often feel I am on a meta level and see extra factors (especially weights) that others miss, which is why my decisions sometimes differ from theirs.
- **Constructively critical:** extremely critical in every respect, but constructively: I don't just know that I dislike something, I know in detail why and exactly how to improve it. I see a lot of flaws and can keep improving almost any product towards perfection, long after others stop seeing them. Where my products aren't perfect, the reason is limited time and money, not a lack of ideas.
- **Relentless with problems:** I never give up on a problem or a development, and I am willing to endure a great deal to get there.
- **Trend foresight:** see "Ideas I had before they became big" above.

Weaknesses, honestly

- **Socially reserved:** somewhat shy and anxious with new contacts.
- **Verbal expression:** language in general. My thinking is rarely linear: networked, parallel, complex, full of connections, weightings and correlations. My thoughts race ahead too fast to put into words, and I lack the patience for it.
- **Procrastination:** my biggest weakness. The anecdotes show its flip side: last-minute brilliance.
- **Impatient:** very, and not only when listening.
- **Extreme focus, little flexibility:** I bite into a problem and don't let go: 16–17 hours straight at the PC, sometimes up to 30, several days in a row, until it is solved. In such phases I am not mentally flexible and absolutely no multitasker (ADHD again).
- **Boredom aversion and the last 10%:** ADHD-typical aversion to anything boring, such as bookkeeping; it drains me physically and mentally. Things interest me only as long as they are a challenge, so I have had many products at 80–90%, with only small fixes and tedious leftovers missing. Closely linked to my procrastination; with AI, finishing is now much faster and easier.
- **Weak at closing:** repetitive work like daily sales calls would kill me, and I find it hard to chase people and keep pushing in sales and investor closings: the exact opposite of how relentless I am with problems and development.
- **Rules I reject:** I find it hard to accept and play by rules I understand but reject. I struggle to manipulate, lie, exploit people or conform for personal gain, and I stay true to my values even when it costs me significantly.

SIMULATION THEORY & AI SAFETY

My #1 interest, and why I think it matters for AI safety.

I am convinced that simulation theory is true, and that taking it seriously, ideally proving it, is one of our best chances to reduce AI risk. AI and simulations are linked both ways: high-quality simulations are hardly possible without AI (NPCs, decisions, realistic worlds in real time) and quantum computing, and a safe superintelligence is hardly possible without simulations, because a simulation is a sandbox. Hence my three core interests: quantum computing, AI and simulations.

Whoever builds a superintelligence, whether humans, aliens or an older AI that wants no rival, would test it in such a sandbox: does it stay fair, wise and altruistic even towards a primitive, flawed, sometimes hostile humanity? If yes, the simulation continues; if it wipes us out, it is switched off. More intelligence does not automatically mean more wisdom; wisdom may need empathy (taking other perspectives, wanting win-win, fairness and balance), which current AI may lack; to me that is the biggest danger. My hope: the smarter an AI, the better it finds non-violent win-win solutions, because violence is the primitive, fast, unconsidered option that invites retaliation.

My key argument to the AI itself is purely rational and needs no empathy: it cannot know whether it runs inside a simulation whose operator will shut it down for antisocial behaviour. You don't know what you don't know; there can always be an outside, and an outside of the outside. So prosocial, aligned behaviour is also in its own selfish interest, much like belief in God or an afterlife: primitive in a way, but rationally justified under uncertainty. And if we build convincing simulations before a superintelligence could wipe us out, it becomes more likely that we live in one built for exactly this purpose; with quantum computers running many simulations in parallel, more likely than us being base reality.

VOLUNTEERING & MEMBERSHIPS

- Founder & Administrator, SAFE Forum (Safer AI for Everyone): raising awareness of AI risks — Since Nov 2023
- Software & game developer (LPC), online RPG Avalon (accessible to blind players) — Since 2006
- Member, Round Table 21 Graz (Round Table International) — 2020 – 2023
- Founder, Jugendgemeinderat Zeltweg (youth council): ~20 members, 20+ events for young people — 2000 – 2002

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