

PIETER VENTER

Principal Engineer | Software Architect | AI-Native Systems & Workflow Orchestration

Remote | pieter@venter.pro | [LinkedIn](#) | [GitHub](#)

PROFILE

Principal engineer and software architect with 15+ years building and leading production systems across AI, workflow orchestration, data infrastructure, fintech and enterprise operations. Joined Invisible Technologies as Engineer #6 and Partner #38, later leading core engineering and the Process Engine used to orchestrate complex human-and-software workflows. Subsequent work spans AI-native investment research at Mana, an independent Temporal-based data integration platform (Synclly), and agentic business automation at AI Acquisition / Acquisity. Strongest in zero-to-one architecture, durable workflows, integration-heavy systems, developer infrastructure, and technical leadership where software, AI, data and people must coordinate real work reliably.

CORE STRENGTHS

Agentic systems

Agents, tools, production actions, human-in-the-loop workflows

Platform architecture

TypeScript, Node.js, Python, Next.js, React, APIs, distributed systems

Workflow orchestration

Temporal, Inngest, event-driven systems, retries, idempotency, versioning

DevEx & infrastructure

Docker, Kubernetes, CI/CD, Vercel, Railway, AWS/GCP, ephemeral environments

Data & integrations

Postgres, Prisma, Snowflake, SaaS connectors, ETL, webhooks, reconciliation

Technical leadership

Architecture, engineering management, team design, reviews, delivery, mentoring

EXPERIENCE

Principal Engineer / Architect | AI Acquisition / Acquisity | Remote

Sep 2025 - Present

- Build and shape an AI-native business platform spanning agentic workflows, CRM, outbound, ads, commerce, integrations and internal engineering infrastructure.
- Worked across workflow execution semantics, AI-generated workflow steps, third-party integrations, async processing, data correctness, permissions and production reliability.
- Improved engineering systems for autonomous coding agents, including isolated preview/database environments, structured agent-friendly logging, CI/QA routing and production deploy safeguards.
- Contributed to platform architecture, DevOps, QA process and hands-on delivery across a large TypeScript/Bun/Turborepo codebase with Next.js, Postgres and modern agent tooling.

Founder / Principal Engineer | Synclly | Independent IP

2025

- Built an Airbyte-style data integration platform in TypeScript using Temporal for durable orchestration, Prisma/Postgres for state, Snowflake as a downstream warehouse, Docker and Railway.
- Designed source connectors, long-running sync workflows, worker orchestration, progress reporting, retries/backoff, rate-limit handling and connection lifecycle management.
- Created the platform independently as reusable integration infrastructure; it was designed to be consumed by downstream applications including consulting work for Sentigen.

Software Engineer | Mana Finance | Remote

May 2023 - Mar 2025

- Built AI-native investment research systems spanning portfolio monitoring, SEC filing analysis, event intelligence and automated research workflows.
- Worked across a TypeScript/Next.js and Python stack with Postgres/Prisma, Redis, background workers, OpenAI integrations, observability and production checks.
- Helped deliver stateful financial-research agents and scheduled workflows that monitored portfolios, new filings and market events for downstream analysis.

Early Engineer, Engineering Lead & Partner | Invisible Technologies | Remote 2019 - 2023

- Joined as Partner #38 and Engineer #6, initially as a Senior Software Engineer reporting directly to the CTO; later became a principal-level technical leader and led engineering teams as the company scaled.
- Led architecture and delivery of the Process Engine, a long-running workflow orchestration platform coordinating humans, software and external systems across complex enterprise operations.
- Owned core technical direction across TypeScript, Node.js, Prisma/Postgres, Kafka, Kubernetes, monorepo architecture, CI/CD and platform migrations.
- Managed Partner-level engineers and engineering managers, shaped team structures, coached technical leaders and remained hands-on in architecture and critical implementation work.
- The Process Engine I helped build and lead supported Invisible's OpenAI work in 2022.

Software Consultant | Independent / Upwork | Remote 2015 - 2019

- Delivered full-stack and product engineering work for international clients, with end-to-end ownership across architecture, implementation and deployment.

Senior Software Engineer | Ogilvy & Mather South Africa | Cape Town Jun 2014 - Feb 2015

- Built business systems and software within Ogilvy's Cape Town engineering team, working across backend and frontend application development.

Software Developer | MiX Telematics | Stellenbosch / Cape Town 2012 - 2014

- Handpicked for a six-engineer DynaMiX team tasked with modernizing and rewriting a substantial 12-year legacy codebase and internal framework.

SELECTED ENTREPRENEURIAL EXPERIENCE

Founder / Owner | Ventus eSports | South Africa / Europe 2009 - Present

- Founded and grew a competitive esports organization with national championship wins, three consecutive Nordic League of Legends titles, international Overwatch success and major sponsorships including Vodacom. Active teams through 2019; currently dormant.

EDUCATION

BComm Information Systems and Financial Management
Stellenbosch University

TECHNOLOGY

Languages & application: TypeScript, JavaScript, Node.js, Python, React, Next.js, Fastify, tRPC, functional programming

Data & workflow: Postgres, Prisma, Redis, Snowflake, Kafka, Temporal, Inngest, ETL/data integration, webhooks, event-driven architecture

Cloud & platform: Docker, Kubernetes, AWS, GCP, Vercel, Railway, Terraform/Pulumi, CI/CD, observability, ephemeral preview environments

AI & data: LLM-powered applications, agent workflows, OpenAI integrations, LangChain, Pinecone, pgvector, pandas, scikit-learn, TensorFlow/Keras, XGBoost