



Kaminskyi Illia

Senior Full-stack Engineer

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Highlights

- 5+ years commercial software development
- 8+ years software engineering (personal & open source)
- Senior Full-stack Developer & Tech Lead (2-4 members)
- High-load Systems • Cloud • AI
- React • Next.js • Node.js • Go • TypeScript • PostgreSQL
- GCP • Kubernetes • AWS • Terraform
- Claude Code • OpenAI Codex • Pi • MCP • Agentic Development

Education

Bachelor's Degree in Computer Science

NTUU "Igor Sikorsky Kyiv Polytechnic Institute"

Skills

Languages: JavaScript, TypeScript, Go, Python, C

Frontend: React, Next.js, Vue.js, React Native, Expo, PWA

Backend: Node.js, Go, Fastify, NestJS, Impress, Express, Bun, FastAPI, PostgreSQL, MongoDB, Redis, RabbitMQ, Keycloak, REST API, Stripe, MinIO, S3

DevOps: Docker, Kubernetes, GCP, AWS, Terraform, GitHub Actions, CI/CD, Linux, Nginx, Cloudflare, DNS, SSL/TLS

AI: Agentic Development, LLM Integration, AI-assisted Software Development

Architecture: Microservices, Modular Monolith, Distributed Systems, Event-Driven Architecture

Experience

Subjektiv.art — Senior Full-stack Engineer (2023 - Present)

Hands-on technical leadership across backend, frontend, mobile, architecture, cloud infrastructure and DevOps.

- Modernized a large legacy platform while preserving production data and ensuring uninterrupted service.
- Reduced infrastructure costs by more than 3× through architecture and cloud optimization; migrated production infrastructure from AWS to GCP.
- Consolidated multiple independent repositories (13) into a unified monorepo, standardizing tooling, development workflows and CI/CD.
- Designed and maintained Kubernetes infrastructure, CI/CD pipelines, databases and deployment processes.
- Designed a modern backend architecture while gradually replacing legacy services.
- Built a monitoring service in Go.
- Created an editor for placing artworks into realistic interior scenes.
- Integrated an AI-powered artwork price prediction system.
- Developed an art-focused social platform with recommendation feeds.
- Built an Expo wrapper and adapted the web frontend for a native experience, enabling a single codebase across all platforms and eliminating significant native technical debt.
- Contributed to interactive training games, including AI-powered poker, and built a scenario editor for training simulations.
- Led and coordinated a team of 2–3 engineers.

Handy.ai — Full-stack Developer (2021 - 2023)

- Developed a low-code/no-code platform for building conversational assistants/bots for Telegram, WhatsApp and Viber and business automation workflows.
- A job-search platform with web and chatbot interfaces.
- Built a PWA synchronized with Firebase and Google Docs for legal and police documentation.
- Led development discussions, code reviews, mentoring and engineering process improvements, coordinated team of 4.