

Ilya Ivankin

Full-Stack Software Engineer

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SUMMARY

Full-stack engineer with 5+ years of experience in TypeScript, React, and Go, building web and mobile applications, AI assistants, and data integrations.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Go (Golang), Rust, SQL

Web & Mobile: React, Next.js, Svelte, SvelteKit, React Native, Expo, Node.js, Bun, Elysia

AI & APIs: Vercel AI SDK, LangChain, OpenAI SDK, RAG, AI agents, MCP, OpenAPI

Blockchain: TON, TonWeb, wallet integration, on-chain payments

Databases: PostgreSQL, MySQL, MongoDB, SQLite

Infrastructure: Docker, Kubernetes, Cloudflare Workers, Durable Objects, S3

Testing & CI/CD: Vitest, Playwright, Go testing, GitHub Actions

Tools: Git, Codex, Claude Code, Cursor

EXPERIENCE

Software Engineer | Nullspot

Nov 2024 - Sep 2026

- Built the core of a Next.js and React AI data platform from scratch to query and report on B2B customer datasets spanning hundreds of tables.
- Integrated databases, analytics, CRM, commerce services, and files via Airbyte, direct APIs, and MCP; built chat and Slack interfaces.
- Built an AI agent that generates custom data connectors from user requests.
- Refactored prompts and tool definitions to improve prompt caching, reducing LLM inference costs by 60%.
- Developed an AI real estate assistant for natural-language property search and viewing requests.
- Built a real-time Twitch clicker widget using Cloudflare Workers and Durable Objects for an advertising campaign.

Full-Stack Engineer | Yumo Tech. LLC

Oct 2023 - Nov 2024

- Built an automotive services mobile app from scratch with React Native and Expo, owning its architecture and core customer and partner workflows.
- Developed the Go backend with PostgreSQL and WebSockets, implementing the order lifecycle, pricing, organization and team management, and real-time order updates.
- Built a customer-management CRM and promotional website.

Full Stack Developer | Freelance

Feb 2021 - Oct 2023

- Developed a TypeScript Telegram gaming bot with direct TON blockchain integration via TonWeb, implementing per-user wallets, on-chain deposit verification, and signed withdrawals.
- Built a Svelte online store, a CRM for content and product management, and an interactive 3D landing page for a gaming accessories business.
- Built a Svelte landing page for a construction company, with inquiry forms and an admin panel for reviewing submissions and managing content.
- Developed a Rust launcher, user dashboard, and internal tools for a multiplayer game; contributed to its backend serving hundreds of players.

OPEN-SOURCE PROJECTS

platformd | Go, React

github.com/iivankin/platformd

Single-VPS app platform with deployment, databases, storage, networking, observability, and backups.

openworkspace | TypeScript, Cloudflare

github.com/iivankin/openworkspace

Email and identity platform with passkeys, shared mailboxes, OIDC/SAML SSO, and MCP.

bunrpc | TypeScript, Bun

github.com/iivankin/bunrpc

Type-safe RPC for Bun with middleware, TanStack Query integration, OpenAPI, and MCP.

ai-sdk-reconnect | TypeScript, Vercel AI SDK

github.com/iivankin/ai-sdk-reconnect

Resumable AI SDK transport with cursor-based SSE reconnection, replay, and automatic retries.

EDUCATION

Ivanovo State Power Engineering University | Sep 2023 - Jun 2024

LANGUAGES

English: C1 | Russian: Native