

NIKITA PODELENKO

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BACKGROUND

Full Stack Engineer with over 11 years of experience specializing in JavaScript, TypeScript, Vue/Nuxt, React/Next, Node.js. 60% Backend, 20% Frontend and 20% DevOps. Proven track record of increasing company profits by over \$500K through high-quality code and technology strategies. Looking for a challenging Software Engineer role to leverage my skills and contribute to business growth through technology.

SKILLS

Technical Skills	TypeScript, JavaScript, React, Next, Vue, Nuxt, Python, AI, Langchain
Databases & Cloud	Tailwind, Node.js, Express, Fastify, NestJS, REST APIs, GraphQL
Soft Skills	PostgreSQL, MySQL, MongoDB, AWS, GCP, Kubernetes, Docker
Business & Marketing Skills:	Agile, Effort towards a goal, Teamwork, Communication
Hobby	Establishing communication between business & developers
	Neural Networks, GPT, Cryptocurrency, Rocket Launches, Hiking, EV

EXPERIENCE (11+ YEARS)

Senior Fullstack Engineer	Dec 2023 — Present
Arro	<i>Los Angeles, Remote</i>

- Led the migration from AWS to Nest framework, enhancing system efficiency and performance. This initiative streamlined operations, improving service reliability and scalability.
- Managed backend development and front-end integration of new products, ensuring seamless functionality. My role emphasized creating robust, user-centric solutions that enhanced project outcomes.
- Improved security protocols and introduced best practices for sensitive data management. My efforts fortified data protection measures, reducing vulnerabilities and reinforcing our security posture.

Staff Fullstack Engineer	Sept 2015 — Dec 2023
ONMoon LLC	<i>Remote</i>

- **Fullstack:** For latest 8 years, I've been creating and managing projects for gambling industry on all stages of development, from MVP to production. I've been working with all types of projects, from small teams to big companies with 100+ employees.
- **Legacy code maintenance:** Led engineering of high-loaded gambling projects, resulting in 60% increase in user engagement by transforming legacy PHP project into scalable, high performance multi-project engine.
- **Management, Leadership:** Invented SkinPay and built, an innovative platform for instant selling of in-game skins with immediate payment receipt, leading to 40% upsurge in revenue.
- **Payment processing:** Built a robust payment system that processed over 1.5 million transactions and connected seamlessly with 40+ different partner APIs.
- **DevOps:** Migrated entire project infrastructure from dedicated servers to Google Cloud Platform, including databases and instances; showcased expertise in cloud technologies (AWS, GCP) and achieved seamless transition with zero downtime, reducing operational costs by 40
- **High load:** Contributed significantly to core backend infrastructure of Steam Inventory Helper project, serving 1.5M+ users by developing internal and external APIs with 300rps load.
- **Achievements:** Developed and launched 10+ projects, including 3 high-load projects, 2 of which brought in more than \$1 million for the company.

Founding Fullstack Engineer	Jun 2021 — Jun 2022
iGambling Development (NDA)	<i>Remote</i>

- As product owner and developer, dedicated a 1+ year to build project.
- Architected and created a full stack MVP iGambling project single-handedly, utilizing JS/TS 20+ microservices
- Build project a template for microservices using TypeScript, Google Cloud PubSub for microservice, and PostgreSQL, resulting in improved development efficiency and development speed by 40%
- Pioneered 10+ unique games using JavaScript/TypeScript, and more 6000+ partner-provided games via API collaboration, enhancing platform diversity and user engagement.
- Connected over 10+ payment systems and 2 blockchains (web3 deposits, metamask) into platform, enhancing transaction capabilities and user experience.
- Produced an affiliate network platform utilizing Nuxt/Vue, resulting in over 100 partners joining within the first few months, boosting company's partner base.

Fullstack Engineer

Oct 2014 — Sept 2015

MDK (Now MAIN Community)

Moscow, Russia

- Launched features for a Russian Social Media with 3M+ subscribers using PHP, JavaScript and Python, leading to growth up to 10% in user engagement.
- Solely managed LAMP stack for gaming projects, started SaaS tool to reducing spam comments on VK social networks (like Facebook), resulting in 90% reduction in spam comments.
- Engineered fullstack (frontend and backend) for pioneering CS:GO jackpot website utilizing Steam API, facilitating first-ever in-game skin gambling with 1m+ players

EDUCATION

Bachelor of Computer Networks, Immanuel Kant Baltic Federal University

2009 - 2015

Immanuel Kant Baltic Federal University is the largest educational, scientific, and cultural center in the westernmost region of Russia. IKBFU is one of the 10 Russian federal universities and it holds a leading position in education and science in the Northwestern Federal District. Top-1 university of Kaliningrad and Top-30 of Russia

PROJECTS

GPTTaskBot.io A chatbot powered by GPT4 that can answer any question and perform 100+ daily tasks inside Telegram (gpttask.io)

- Created chatbot to improve user engagement on Telegram, using GPT-4, Google Cloud, and Telegram APIs. Serves over **100k** messages daily
- Task was to create bot capable of voice message recognition, group chat compatibility, and image generation based on descriptions. Gained **40,000** users.
- Stack is: TypeScript and Google Cloud Platform (GCP) with PubSub, CloudFunctions and 10+ external APIs.
- Has a more than **2000 paid** subscribers.

Check out my 5+ other small-fun projects on podelenko.pro

LEADERSHIP

- Admin for the local Tesla community with over 200+ members. Actively involved in facilitating offline and online events, including meetups, test drives, and other activities.