

Contact

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(LinkedIn)
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Top Skills

REST APIs
System Architecture
Product Development

Languages

Hebrew (Native or Bilingual)
Russian (Limited Working)
English (Full Professional)

Certifications

Applied Data Science Program:
Leveraging AI for Effective Decision-
Making
Learn Intermediate TypeScript
Course

Lev Zhitnik

Full-Stack Engineer & System Architect | Building AI-Powered
Products from Concept to Scale
Brooklyn, New York, United States

Summary

I'm a systems builder with a background in architecture and a passion for software and AI engineering. As a co-founder and tech lead at CTies, I architected and delivered a generative AI platform for urban simulation, owning the product from its first line of code to stakeholder delivery.

My work now spans both hands-on development and consulting, where I help organizations bridge the gap between complex data and practical application. I specialize in designing and implementing AI-powered workflows, automation systems, and scalable software solutions that turn ambitious ideas into production-ready realities.

Experience

Stealth AI Startup

Full Stack & AI Engineer

September 2024 - Present (1 year)

United States

- Leading the end-to-end architecture and development of an AI-native platform that transforms technical content into interactive learning experiences.
- Engineered the full stack, including a Python/FastAPI backend with LangChain, a stateful Next.js/TypeScript frontend, and scalable infrastructure using PostgreSQL and Redis.
- Responsible for the entire product lifecycle, from initial concept and UI/UX design collaboration to deployment, data analysis, and iterative feature development.

Navon Systems

Automation & Systems Consultant

May 2022 - Present (3 years 4 months)

Brooklyn, New York, United States

- Deliver custom automation toolkits and parametric systems for clients in manufacturing and architecture.

- Develop and implement Python and RhinoCommon tools that have reduced fabrication errors by up to 66% by embedding compliance and design logic into production workflows.
- Train cross-functional teams on adopting new data-driven systems in high-pressure environments.

CTies

Co-Founder ▪ Chief Product & Software Lead

March 2022 - September 2024 (2 years 7 months)

New York City Metropolitan Area

- Led the design and development of a generative AI platform simulating millions of city-scale urban design permutations.
- Built full-stack systems with Python, React, Flask, PostgreSQL, Mapbox, and RhinoCommon to power spatial, environmental, and economic tradeoff analysis.
- Enabled real-time stakeholder tools used by public and enterprise clients, influencing decisions for over 100K residents.

Shaga Architects

Computational Design Lead

December 2018 - February 2022 (3 years 3 months)

Tel Aviv-Yafo, Tel Aviv District, Israel

- Architected and implemented simulation engines to analyze energy, density, and transportation metrics for large-scale urban developments affecting up to 207,000 residents.
- Built parametric workflows in Python and Grasshopper that reduced project modeling time by 40%.
- Created and delivered toolkits that enabled designers to run over 10,000 variations per project, automating compliance checks and environmental scoring.

Education

Technion - Israel Institute of Technology

Bachelor of Architecture - BArch, Architecture · (October 2014 - April 2020)

Codecademy

Full Stack Engineer, Computer Software Engineering · (September 2023 - February 2024)

MIT Professional Education

Applied Data Science Program · (May 2024 - August 2024)

Alma Mater Studiorum – Università di Bologna

Bachelor of Architecture - BArch, Architecture · (February 2018 - July 2018)