

Marko Ritachka

Full-Stack Software Engineer

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Full Stack Developer with 7+ years of experience in transforming software solutions into marketable SaaS products. Experienced in engineering & scaling cloud applications using modern technologies like Vue/React, Node/Express, and GCP/AWS, enhanced with machine learning and real-time data processing. Proven track record leading projects from ideation to deployment, providing high-quality, user-centered solutions, and driving innovation through cross-functional collaboration while ensuring compliance in complex regulatory environments.

Skills

Full-stack Development • Software Engineering • Project Management • HTML/CSS/Javascript/Typescript • Cloud Infrastructure/Microservices • UI/UX Agile Methodologies • Front-end / Back-end • Machine Learning / AI / LLMs • Automated Unit / Integration Testing • CI/CD • Performance Optimization

Languages: Fluent in English, Ukrainian

Professional Experience

Incept 3D

Lead Software Developer, Full Stack Engineer

San Diego, CA
10/2018 - Present

Sole developer, pivotal in transforming company operations and enhancing productivity through the full-stack development of FormFactories, an in-house project management software that evolved into a market-leading SaaS product. This role was central to establishing major new revenue streams. Key contributions include:

- **Sole Developer of FormFactories:** Orchestrated the entire development of our cloud-based 3D printing order management software that boosted company's 3D printing operations by over 800%. Managed all development stages from architecture and UI/UX design to legal frameworks and customer support, transforming an internal project into a profitable SaaS offering adopted by major manufacturers including a Fortune 500 company.
- **Engineered Advanced Features:** Created an instant quoting system using TensorFlow for real-time 3D model analysis, reducing quoting time from several days to milliseconds, and significantly enhancing pricing accuracy. Also developed a system for remote monitoring and control of 3D printers, boosting job file delivery speed by 8000% and daily production by 40%.
- **Improved Operational Efficiency:** Implemented a machine health & repair dashboard that raised fleet uptime from 63% to 96%. Designed tracking and management tools for end-to-end manufacturing process oversight.
- **Led Strategic Initiatives and Compliance:** Guided software development to meet stringent industry standards, enhancing data security and customer satisfaction. Fostered cross-functional collaborations to align product development with client needs and strategic goals.
- **Pioneered Hardware Innovations:** Led the design and production of specialized, large-format 3D printers for advanced applications in high-temperature and multi-material printing. Established and trained a new engineering team to maintain hardware development.
- **Scaled System Capabilities:** Architected integrations with multiple RESTful APIs, significantly enhancing the automation of invoicing, logistics, and manufacturing processes. This innovation enabled handling over 14x as many orders without additional support staffing, dramatically boosting operational efficiency and client engagement.

UCSD Projects and Consulting

Software Developer, Consultant, Prototyping Engineer

San Diego, CA / Weaverville, CA
2015-2019

Contributed to diverse software initiatives and community projects, driving innovation, usability, and community impact.

- **App Development:** Developed and launched 'Bizapi,' an iOS app facilitating local freelance services, from gardening to jewelry making. Enabled ease of service discovery & management, increasing financial opportunities for local service providers.
- **Web Development:** Provided web development services for multiple client websites utilizing React, Vue, and vanilla HTML / CSS / JavaScript. Incorporated real estate platforms with MLS data integration, focusing on dynamic, user-centric solutions.
- **Community Consulting:** Established 3D printing at Trinity Alps Unified School District, supporting Trinity Alps Performing Arts as a technical director, and supplying IT services for Trinity Theatre.

Education

Bachelor of Science, Computer Science (2015 - 2019)

University of California, San Diego

Projects

Web and Mobile Apps

- Developed a web application that utilizes LIDAR data for analyzing and mapping deep bodies of water in mountainous regions (Vue.js/Node.js)
- Engineered a platform for real-time, wireless control of animatronics through iOS facial tracking, showcased at themed events (C++, Swift, Python)
- Created a scalable 3D printer management dashboard for monitoring and connecting to large fleets of 3D printers on a network (React/Node.js)
- Developed a Python-based full-color 3D model slicer, advancing color-blending printing capabilities in consumer-level FDM printers.
- Developed a web platform for on-demand Etsy shop managers to streamline their additive manufacturing workflows (Vue.js/Node.js)
- Created 'Hexterra', a web-based AR game blending real-world exploration with strategic gameplay and interactive entertainment (Vue/Node/Python)
- Organized several large-scale events at UCSD such as the 'Make-a-thon' hardware hackathon, while developing a mobile app for interactive participation and controlling our Bluetooth-based robotics kits (Flutter, Swift, C++, Python)