# Alexey Guskov

Full Stack / Mobile / IoT / Embedded Linux Developer with 20 years of hands-on software development experience.

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## WORK EXPERIENCE

### Instabee, Stockholm – *Full stack developer*

2025 – current

Built and maintained internal tools for monitoring and managing a large device fleet. Developed and optimized backend APIs supporting core business services.

Expanded and optimized geospatial services ahead of launch in a new international market

Prototyped hardware and software for the next-generation parcel locker platform.

Researched and developed AI-powered analytics tools for operational insights.

Advocated for a company-wide adoption of AI-assisted development practices, improving developer productivity.

Working hard as a self-proclaimed AI-ambassador and MVP fanboy.

### NextML, Stockholm – *Full stack developer*

2023 – 2025

Built and maintained UI for an AI-powered track damage detection product for railway operators and maintenance providers.

Besides regular React development, focused on web maps (leaflet, mapbox, open street map), WebGL, low level performance optimisations. Lots of refactoring and prototyping.

## SKILLS

React, React Native, JavaScript/TypeScript, Expo, Next.js, React Navigation, Jest, Playwright, Redux, HTML/CSS, Websocket, Storybook, Yjs CRDT

React Native, React Navigation, iOS, Android, Animated, Lottie

Node.js, Go, Mongo, Redis, MySQL, PostgreSQL, Express.js, OAuth

MCP development, AI-sdk, N8N, Langchain, Cursor/Claude code, ctx. engineering & spec-based development

IoT, Embedded Linux, Yocto, Azure IoT Edge, Ubuntu Core, ARM, RPI, Rockchip NXP, U-boot, Chromium development, Electron, Embedded, Linux kernel, MDNS, H.264, HEVC, UART, GPIO, MQTT, NPU, Bluetooth, CAN, Modbus, ROS2

Python, OpenCV, Jupiter, Numpy, Pillow, Tensorflow, Pyodide

Geospatial, OSM, MapboxGL, Maplibre, Here

Three.JS, WebGL, GLSL

Docker, DevOps, Terraform, Helm, K8S, Azure, AWS, GCP, Github actions

Networking, FreeBSD, VPN

AR/VR, Unity, C#, C++, C

Design systems, 3D graphics and modeling, Blender

### Ombori Apps, Stockholm — *Head of R&D*

2017 – 2023

Full stack development of the edge IoT platform for interactive digital experiences for retail, including a custom Linux-based OS, management and monitoring tools, front and back end services, device deployment services, and build pipeline for various components.

Developed hardware integration packages for various peripherals including 3d cameras, printers, RFID/NFC readers, bluetooth devices, GPIO interface, etc. Implemented computer vision solutions for face recognition and face detection.

Worked on various interactive apps, utilizing animations, 3d graphics, TTS, speech and image recognition, and hardware interfaces.

### Nordnet, Stockholm — *Mobile & Web developer*

2018 – 2020

Worked on a mobile app for stock trading, investment, savings and pension management for one of the biggest digital banks in Nordics.

Development and integration of a new library of ui components for the company's web portal and implementing critical sections of the website ahead of the new product launch.

### Areal, Yaroslavl — *Head of software development*

2005 – 2017

Led the team developing internet access gateway solutions for the ex-USSR market. Full stack development, project leadership and PM.

Went through all phases of project development, from early prototypes to a mature product with a large customer base. Focused on network-related technologies, FreeBSD, node.js, JS, IP telephony and project management.

### EDUCATION

### Yaroslavl State University, Yaroslavl — *master of computer science*

2003-2008

**HOBBIES**

DIY, 3D Printing, XR, robotics, gamedev, music.

**LANGUAGES**

English – fluent
Swedish – basic

more on https://guskov.dev