

Vadym Abakumov

Full-Stack Developer



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EDUCATION

freeCodeCamp

Jun 2021 - Present

- TypeScript course.
- Next.js React Framework course.
- Node.js and Express.js course.
- NestJS course.
- Docker Containers and Kubernetes Fundamentals course.

Kyiv National Economic University

Sep 2023 - Present

- Bachelor's degree in Computer Science.

SKILLS

Languages

- | | |
|-------------|--------------------|
| - English | Upper-Intermediate |
| - Russian | Advanced |
| - Ukrainian | Native |

Frontend

- | | |
|----------------|----------|
| - Tailwind CSS | Advanced |
| - TypeScript | Advanced |
| - Next.js | Advanced |
| - Electron.js | Basic |

Backend

- | | |
|--------------------------|--------------|
| - Express.js | Advanced |
| - NestJS | Advanced |
| - JWT, OAuth, OTP | Advanced |
| - WebSockets (Socket.io) | Intermediate |
| - BullMQ, RabbitMQ | Intermediate |

Database

- | | |
|-----------------------|--------------|
| - Redis | Intermediate |
| - MySQL (Sequelize) | Intermediate |
| - PostgreSQL (Prisma) | Basic |
| - MongoDB (Mongoose) | Advanced |

DevOps & Tools

- | | |
|-----------------------------------|--------------|
| - Git | Advanced |
| - Docker | Advanced |
| - Kubernetes | Intermediate |
| - AWS (S3, ECR, EC2, EKS) | Intermediate |
| - Railway, Render, Heroku, Vercel | Intermediate |

SUMMARY

Full-Stack Engineer with 3+ years of commercial experience shipping web applications end-to-end — from concept to production.

Currently open to frontend, backend, or full-stack roles.

EXPERIENCE

Personal Projects

Jun 2021 - Aug 2023

Created and maintained multiplayer game servers supporting 900+ concurrent users. Designed and developed custom game modifications, 2D story-driven platformers, and browser-based games.

Freelance

Sep 2023 - Oct 2024

I built over 20 landing pages, admin dashboards, e-commerce platforms, web scrapers, and automation bots. Configured CI/CD pipelines with Docker and GitHub Actions, integrated JWT/OAuth2 auth, and optimized deployments on AWS, Vercel and Railway.

Mustage Team

Nov 2024 - Present

I grew from Full Stack Engineer to Technical Lead on Creonix — a SaaS platform for rapid video creative generation serving digital marketing teams. I led a team of developers, architected the system, and owned the full stack: Next.js frontend, NestJS API with microservices and message broker communication, MongoDB/Redis data layer, and AWS infrastructure.

PROJECTS

Police computer

mozyonee/mdc

A role-based system for managing police operations in a multiplayer game environment. Includes a database for case records and real-time tracking, improving response efficiency by 30%.

Tech Stack: Next.js, CSS, MySQL

Forum

mozyonee/forum

A discussion platform with user authentication, real-time messaging, and post moderation. Supports over 1,000 active users per day.

Tech Stack: TypeScript, Next.js, Tailwind CSS, NestJS, MongoDB

Petlify

mozyonee/widgetable

A full-stack social web app where users raise virtual pets, build friendships, and co-own pets together — delivered as an installable PWA with push notifications.

Tech Stack: TypeScript, Next.js, Tailwind CSS, NestJS, MongoDB

Creonix

Creonix is a SaaS platform that enables marketers and media buyers to localize and customize video ad templates in minutes — without hiring motion designers.

Tech Stack: TypeScript, Next.js, Tailwind CSS, NestJS, Microservices, MongoDB, Python, ExtendScript.