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Building engineering organizations, platforms, and processes "for scale" — making delivery predictable and efficiency independent of team size through AI, no-code / low-code, and standardization.

Engineering leader with 8+ years of experience. Specializing in rapid team and technology function building from scratch and achieving measurable results with limited resources.

0→1→Scale:

forming architecture, processes, data pipelines, and product platforms from scratch and scaling further without losing manageability.

Fast execution via AI & modern tooling:

building a complete SDLC using AI tools, no-code / low-code solutions, and automation, enabling small teams to deliver work volumes typical of large IT departments.

Key highlight:

through AI approaches and well-structured processes, increased delivery speed approximately 3x with significantly smaller team size.

Work experience

CTO / Head of Engineering

March 2024 — present

[LOOV](#) —

retail & medtech

Digital platform and internal products for all operational activities of the company (120+ employees).

- Formed and led the company's technology function, building a robust IT infrastructure and unified digital ecosystem for the business.
- Within a year, made and executed a strategic decision — **migrated the company to a unified CRM platform**, consolidating operational processes and data.
- Designed and launched a **data platform with DWH**, enabling near real-time data updates and **60+ management and operational dashboards**.
- Established the data direction and data pipeline workflows, transforming analytics from reporting into a source of continuous business value.
- Implemented customer profiles and segmentation, laying the foundation for personalized scenarios and the launch of a customer mobile application.
- Launched an **employee mobile application** as a unified operational interface: dashboards, tasks, knowledge base, standards, teams with the ability to further expand functionality.
- Developed a set of internal tools that extend CRM capabilities and elevate it to an operational platform level.
- Launched a **customer mobile application**: orders, prescriptions, points, warranties, loyalty program, tiers, and bonus points.
- Created a separate technology ecosystem for the global direction, enabling rapid testing of new business hypotheses.
- Built a unified internal process ecosystem: task tracking, centralized knowledge base, and team collaboration tools.
- All development and platforms were delivered by a **team of 10 people**, while a similar scope of work in a classical model requires **40–50 specialists**; through AI tools and modern approaches, **development speed increased approximately 3x**.

Engineering Lead → Product Owner

March 2021 — February 2024

[Dodo Engineering](#) — DodoIS

HR platform for a network of 1000+ restaurants and 30,000+ employees.

- Grew from backend developer to Engineering Lead and Product Owner of the HR direction.
- Led two cross-functional full-cycle teams (development, testing, design), responsible for delivery, quality, and people development.
- Acted as technical team leader: conducted one-on-ones, hired developers, grew several engineers to high grades within Dodo.
- Designed and launched **COVID monitoring for employees** in a short timeframe, ensuring staff health tracking and operational process support during the pandemic.
- Designed and launched a large-scale HR platform for a network with **30,000+ employees** and high turnover, covering hiring, onboarding, and key HR processes.
- Implemented and scaled a personalized employee communication system: **30k users, 100k messages per week**, flexible admin panel for branches and regions.
- Launched feedback collection tools: regular surveys, employee satisfaction index, analytics on team and region status.
- Created internal products for motivation and engagement: merch store, employee contests, integrated with the Dodo ecosystem.
- With limited resources, focused on **no-code / low-code solutions**, enabling rapid launch and platform scaling.
- Initiated and executed a systematic legacy migration with parallel development of new functionality without disrupting business processes.

Full-Stack Engineer (FinTech)

December 2019 — March 2021

[Moscow Exchange](#)

High-load services and client registration for exchange infrastructure.

- Designed and implemented a new core client registration system for exchange infrastructure.
- Transformed the registration process into an API-oriented high-performance online workflow, reducing registration time **from hours to seconds**.
- Implemented a microservices architecture (20+ services) with high requirements for reliability, security, and scalability.
- Completely refactored complex legacy logic: decomposed thousands of lines of SQL into testable and maintainable services.
- Integrated data validation, checks, and internal security workflows into the registration process.
- Ensured stable launch, traffic growth, and operational resilience of the exchange's key onboarding workflow.
- Participated in developer onboarding and establishing engineering standards for high-load fintech systems.

Full-Stack Engineer

November 2017 — December 2019

[IT Global](#)

Infrastructure and fintech projects for corporate clients.

- Designed and implemented a high-performance trading bot for OTC markets: real-time market data processing, trading logic, resilience to failures and outages.
 - Developed architecture and algorithms for trading systems operating in atypical market conditions, ensuring stability, extensibility, and risk control.
 - Fully implemented the administrative part of an educational platform for the financial market (content, roles, access, user and permission management).
 - Designed and developed key modules of a large crypto trading platform in the early market stage: high loads, rapid releases, scalable backend components.
 - Developed an internal desktop application for derivatives trading (options and futures), with emphasis on performance and reliability.
 - Created a mobile trading application for the financial sector (Xamarin): client logic, integration with trading systems, stable operation under load.
 - Fully designed and implemented a mobile application for event management: business logic, algorithms, architecture designed for rapid development and functionality scaling.
 - On all projects, established architectural solutions ensuring long-term maintainability, rapid feature releases, and system scaling.
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iOS Developer (Intern)

January 2017 — March 2017

[Kilograpp](#)

Mobile development studio.

- Mastered iOS development (Objective-C, Swift) from scratch in a short period, immediately starting work on commercial projects.
- Implemented a key venue search feature for a travel application (similar to TripAdvisor): geolocation, filters, autocomplete, integration with maps and ratings.
- Participated in developing a mobile application for theater and opera visitors: schedules, tickets, hall navigation.