

Evgenii Zakharov

Full Stack Engineer

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PROFESSIONAL SUMMARY

Full Stack Engineer with 8 years building distributed systems end-to-end: ASP.NET Core and .NET services on the backend, React and TypeScript on the frontend, PostgreSQL and EF Core for data, Kubernetes for infrastructure. Built five production platforms combining real-time gameplay, payments, and analytics workloads.

Ship production code with AI-assisted development: define spec, constraints and failing tests, review every diff, hold edge cases and performance targets as gates.

WORK EXPERIENCE

Tuned • Remote • 08/2026 – Present

AI resume-tailoring SaaS, <https://tunedhq.io>

Founder & Product Engineer

- Took the product from first commit to production with live payments in 5 weeks as the sole engineer directing Claude Code agents: approximately 750 commits and 200k lines of TypeScript across 5 applications and 8 shared packages.
- Ran development as an engineering lead over AI agents: set the architecture, invariants and typed contracts, kept a 1,400-entry decision log the agents work from, and gated every change on CI with 400+ integration tests against real PostgreSQL and Redis.
- Shipped the full product surface: typed RPC API (Elysia, oRPC), BullMQ workers with SSE progress, PostgreSQL and Drizzle, PDF and DOCX rendering, email-code and OAuth login, two payment channels with idempotent webhooks, and an MCP server that lets users' own agents read and edit their resumes.
- Designed an LLM pipeline where the model proposes and the code decides: one structured call, grounding checks that reject any claim not traceable to the source resume, and deterministic page fitting against the real PDF renderer, at about \$0.06 per tailoring run.
- Built an eval harness on a corpus of real resumes to choose prompts and models by measured quality and cost; the numbers retired a three-pass agent design in favour of a single call.
- Run production myself: Talos Kubernetes on Hetzner provisioned with Pulumi, Flux GitOps with content-hash image builds, VictoriaMetrics metrics and alerts.

X5 Group • Remote • 04/2024 – 07/2026

One of Europe's largest food retail groups

Senior Software Engineer, Frontend

- Engineered SSR-heavy Next.js flows for a UGC recipe platform serving 7.5M monthly active users, raising Lighthouse Performance on key mobile pages by 15–25 points and stabilizing render and hydration paths.
- Improved API contracts and mapping validation, reducing data-mapping Sentry issues from 120 to 40 per month and raising frontend/backend contract reliability through stricter runtime checks.
- Reduced shipped JavaScript payload from 1.1 mb to 0.7 mb through code splitting, dependency optimization and tree-shaking, cutting long main-thread tasks and improving TBT on key pages.
- Embedded unit, integration and contract tests into CI ahead of release, cutting regression escapes before they reached production.
- Configured A/B testing (Varioqub) into SSR flows with cache keys partitioned by experiment bucket, preserving consistent per-user variant delivery without sacrificing caching.

iGaming Platforms • 2023 – 2025

<https://github.com/sigma-gaming> & <https://github.com/gift-fight>

Platform & Full Stack Engineer

- Sigma Games — built an iGaming platform backend from scratch as 10 ASP.NET Core (.NET 9) services covering payments, wallets, affiliate, gaming and auth, applying SOA principles to separate concerns and enable independent scaling, with NATS pub/sub, Redis caching, distributed locking and Hangfire background jobs.
- Gift Fight — built a Telegram gaming platform operating as a distributed system, separating real-time WebSocket gameplay from transfer and settlement services with idempotent handlers and durable workflows for availability and fault tolerance.

SberEducation • Remote • 10/2021 – 03/2024

EdTech division of Sber, a major European tech company

Senior Software Engineer, Frontend

- Built backend services with NestJS during a refactor of the core product — S3-backed storage and BullMQ queues for asynchronous work — and delivered a Telegram bot connecting mentors and mentees.
- Mentored mid-level engineers through code review and pairing, and drove team-wide frontend standards for API contracts, accessibility and testing to raise overall engineering quality.

Freelance • Remote • 03/2018 – 09/2021

Full Stack Engineer

- Delivered full-stack projects end-to-end with direct ownership over scope, deadlines, deployment and post-launch support.

PROJECTS

Frame Player

07/2026 – Present • [frameplayer.app](#)

Video player for Windows and macOS in Rust, Tauri 2 and libmpv, casting 4K HDR to televisions without re-encoding and streaming torrents during download, written largely by AI agents against requirements and acceptance cases I defined and verified.

nestjs-zod

05/2022 – 10/2024 • github.com/BenLorantfy/nestjs-zod

The standard way to use Zod with NestJS, at 5.5M downloads per month, where one schema serves validation, TypeScript types and generated OpenAPI docs. Transferred to another maintainer in 2024.

SKILLS

Languages: English (full professional proficiency), Russian (native)

Programming Languages: C# (.NET), JavaScript, Rust, SQL, TypeScript

Backend: MVC, API design, BFF, Fastify, GraphQL, Hasura, Hono, Microservices, NestJS, Node.js, REST, Socket.IO, WebSockets, Bun, JWT, OAuth, ASP.NET Core (.NET 9), Hangfire, OpenAPI/Swagger, Anthropic API, OpenAI API, RabbitMQ, WebSocket

Frontend: Bundle and Runtime Profiling, Core Web Vitals, Next.js, React, SSR, User Experience, Tailwind, ESLint, UI/UX, HTML5, React Hooks

Data: ClickHouse, Dragonfly, Drizzle, NATS, PostgreSQL (Drizzle), Prisma, Redis, Temporal, Metabase, EF Core, Npgsql, BullMQ, Kafka, JSON, MongoDB, MySQL, Query optimization

Platform: AWS, Cloudflare, Cloud Infrastructure, Docker, FluxCD, GCP, GitOps, Hetzner, IaC, Kubernetes, Pulumi, Prometheus, Talos, S3, Rybbit

Practices: AI-assisted development (Claude Code, Copilot), CI/CD, Code Review, Distributed Systems, Fault Tolerance, High Availability, Mentoring, Multi-tenant SaaS, Observability, Scalability, SLOs, System

Architecture, Technical Design, Technical Documentation, unit/integration/contract testing, A/B testing (Varioqub), TDD, Testcontainers, Caching, BDD, Problem-solving

Tooling: Git, Yarn, Vite, Vitest, Prettier, Nx, xunit, Serilog, Moq, TurboRepo

EDUCATION

Studies in Computer Engineering

South Ural State University (SUSU)