Roman D.
Senior Senior Software Engineer

SUMMARY

- Senior Software Engineer with 15+ years of experience building web applications and distributed systems with Python and JS/TS. Recent work includes AI agents, LLM workflows, streaming speech recognition, semantic retrieval, and multimodal search.
- 12 years of combined experience with Python, including Django, FastAPI, Kafka, RabbitMQ, PostgreSQL, Redis, and OpenSearch.
- JavaScript: React and Vue.JS (since 2019).
- Computer Science Diploma, National Technical University of Ukraine, Kyiv
- Developed multimodal computer vision pipelines and vector-based semantic search integrating DINO, CLIP, MagFace, and LangChain.

TECHNICAL SKILLS

Main Technical Skills	Python, Vue.js, LLM
Programming Languages	CoffeeScript, JavaScript, Python, Rust, TypeScript
AI & Machine Learning	AI, CLIP, Hugging Face, LangChain, LLM
JavaScript Frameworks	Backbone.js, Node.js, React, Vue.js
Ruby Libraries and Tools	Capistrano
Python Frameworks	Django, FastAPI, Flask
Mobile Frameworks and Libraries	Fabric
Python Libraries and Tools	Fabric
JavaScript Libraries and Tools	Redux
Security	Auth0
Data Analysis and Visualization Technologies	ETL, Vector
Databases & Management Systems / ORM	Elasticsearch, MongoDB, MySQL, OpenSearch, PostgreSQL, Redis, SQLAlchemy, SQLite
UI Frameworks, Libraries, and Browsers	Compass, HAML, HTML, LESS, Socket.io
Cloud Platforms, Services & Computing	GCP

Industry Domain Experience	SAAS
Platforms	Apache Solr, CRM, ERP, Magento 1
SDK / API and Integrations	API, FastAPI, GraphQL, OAuth, Stripe
Message/Queue/Task Brokers	Celery, Kafka, RabbitMQ
Deployment, CI/CD & Administration	CI/CD, Helm, Jenkins
Virtualization, Containers and Orchestration	Docker, Kubernetes, Terraform
Version Control	Git, GitHub, Github Actions
Third Party Tools / IDEs / SDK / Services	Microsoft Visual Studio Code
Methodologies, Paradigms and Patterns	REST
Scripting and Command Line Interfaces	Tmux
Mail / Network Protocols / Data transfer	WebRTC
Other Technical Skills	Codex, DINO, Langfuse, MapLibreGL, Quality Assurance

WORK EXPERIENCE

Software Engineer, EnderTuring (AI-powered speech analytics and quality assurance software for contact centers)

Duration: 2025 - Present

Summary: Development of AI-powered speech analytics and quality assurance software aimed at enhancing contact center operations. The project includes real-time agent assistance using streaming speech recognition and large language models (LLMs) to improve customer service efficiency and accuracy.

Responsibilities:

- Developed and implemented real-time agent assistance features using streaming speech recognition and LLMs.
- Designed and maintained backend services and APIs to support speech analytics and quality assurance functionalities.
- Collaborated with cross-functional teams to integrate AI technologies into contact center workflows.

Technologies: Python, TypeScript, FastAPI, Vue.js, Celery, PostgreSQL, RabbitMQ, Redis, OpenSearch, WebRTC, Google Cloud Speech, LiteLLM, Langfuse.

Software Engineer, MilTech (AI-assisted engineering tools and applications)

Duration: 2022 - 2025

Summary: Development and enhancement of AI-assisted engineering tools including ClaudeCode, Codex, PiCodingAgent, and others. The project focused on improving software engineering productivity and collaboration through AI integration and advanced tooling.

Responsibilities:

- Developed and maintained AI-assisted engineering tools and applications.
- Implemented real-time communication and collaboration features using Socket.IO and MapLibreGL.
- Worked on integration of AI models and Rust components to enhance tool capabilities.

Technologies: TypeScript, Node.js, React, Redux, Socket.IO, MapLibreGL, Rust, ClaudeCode, Codex, PiCodingAgent, tmux, Git worktrees.

Software Engineer, LinkAlong (Multimodal computer vision and LLM-based data extraction pipeline)

Duration: 2019 - 2022

Summary: Built a multimodal computer vision pipeline using DINO, CLIP, and MagFace for advanced image and video analysis. Developed an LLM-based pipeline to extract structured data from social network feeds and implemented vector-based semantic search for text documents and images to enhance data retrieval and analysis.

Responsibilities:

- Designed and implemented multimodal computer vision pipelines for image and video processing.
- Developed LLM-based data extraction pipelines for social network feeds.
- Implemented vector-based semantic search systems for text and image data.
- Managed data streaming and messaging infrastructure to support real-time processing.

Technologies: Python, JavaScript, Vue.js, FastAPI, LangChain, Elasticsearch, Kafka, RabbitMQ, PostgreSQL, Docker, DINO, CLIP, MagFace.

Full Stack Engineer, BT Solutions

Duration: 2016 - Jan. 2021

Summary: Worked on own e commerce project.

Responsibilities:

- Built web client with Typescript and React/Next.js
- Microservices based back-end using Python, Node.js, Kubernetes
- GraphQL API
- Developed custom OAuth 2 solution
- Integration with auth0.com

Technologies: Google Cloud, Kubernetes, Helm, Terraform, Stripe API, Python, Node.js, Typescript, React, GraphQL, GitHub Actions.

Software Engineer, NCube (Salesfusion)

Duration: 2015 - 2016

Summary: Salesfusion is a SaaS-based marketing automation software for business. Salesfusion helps marketers automate key processes for lead and demand generation. They provide email marketing, lead capture, web analytics, social marketing and is built on a CRM database.

Responsibilities: Developed REST API.

Technologies: Python, Django, MySQL.

Software Engineer, ConsumerAffairs

Duration: 2014 - 2015

Summary: ConsumerAffairs is a consumer news and advocacy organization. Website includes consumer news, recall information and tens of thousands of pages of consumer reviews.

Responsibilities: Developed REST API, in order to integrate ConsumerAffairs with another service.

Technologies: Python, Django, MySQL, RabbitMQ.

Software Engineer, Muse

Duration: 2014 - 2014

Summary: MUSE is an end-to-end Artist Management System, essential for Agencies to manage and maintain their artist scheduling and billing.

Responsibilities: Upgraded reporting & calendar systems using Python and Javascript.

Technologies: Python, Flask, SQLAlchemy, MySQL, MongoDB, Redis, JavaScript, Backbone.js.

Software Engineer, Fablers

Duration: 2014 - 2014

Summary: Fablers is a network as its main goals are to produce a community environment in which hopeful amateur writers can receive help developing their skills, read other writers' chapters, and receive exposure for themselves and their work to the larger world.

Responsibilities: Developed web project from scratch including news, forums, story editor, contests and other.

Technologies: Python, Django, MySQL, CoffeeScript, Backbone.js/Chaplin.js, HTML, LESS.

Python Engineer, Wargaming.net

Duration: 2012 - 2014

Summary: Wargaming.net is a strategy game World of Tanks.

Responsibilities:

- I was working on the API for the game.
- Backend development, frontend development.

Technologies: Python, Django, MySQL.

Python Engineer, Gamemine

Duration: 2011 - 2012

Summary: Gamemine.com provides services to buy, trade and rent video games. Project includes ERP and CRM systems.

Responsibilities:

- I was working on as Python/Django developer and frontend developer (using latest technologies like Haml, Compass, CoffeeScript).
- Set up development workflow.

Technologies: Python, Django, Haml, Compass, CoffeeScript, Git, GitHub, Buildout, Jenkins, Capistrano.

Python Engineer, Autocentre

Duration: 2009 - 2011

Summary: Autocentre.ua is a ukrainian publishing house, specialized on automotive.

Responsibilities:

- I was working on as system architect and Python/Django programmer on the project avtobazar.ua, classified ads site.
- Set up development workflow.

Technologies: Python, Django, Git, Buildout, Jenkins, Fabric.

EDUCATION

- **Bachelor of Computer Science**
  National Technical University of Ukraine
  Sep. 2006 - Sep. 2010