MYKOLA MOROZOV

Senior Full-Stack Engineer | TypeScript, Node.js, React

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PROFESSIONAL SUMMARY

Full-stack engineer with six years at one software company, delivering AI, real-time and B2B SaaS products, several started from an empty repository. Sole author of the content feed and ranking system on a consumer AI platform with millions of registered users, and top contributor of roughly 30 engineers on its web client. Owns features end to end, from data model and cache layer through API to UI, and has been the only developer on several products. Strongest in data modelling, caching and performance work on TypeScript stacks.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, PHP, SQL

Frontend: React, Next.js, Redux Toolkit, TanStack Query, Tailwind CSS, Framer Motion, Vue.js

Backend: Node.js, NestJS, Express, REST APIs, WebSockets (Socket.IO), BullMQ, Laravel

Databases & Caching: MongoDB, PostgreSQL, MySQL, Redis, Sequelize

Real-time & Graphics: Phaser, PIXI.js, Spine runtime

Cloud & Tooling: AWS S3, AWS CloudFront, Docker, Git, Jest, Swagger, Stripe, Google Maps API

AI-Assisted Development: Claude Code with per-task configurations, automated pull-request review, AI-generated test coverage, MCP servers

PROFESSIONAL EXPERIENCE

Rezet — IT Service Company, Kyiv, Ukraine **Nov 2020 – Present**

Full-Stack Engineer

Products across AI, real-time gaming and B2B SaaS, several built from scratch. Often the sole developer on a project; the current one has grown into a team of ten.

Swipey — AI Companion & Content Platform *04/2025 – Present | ~10 engineers*

Consumer platform where people create AI characters, chat with them, generate images and video, and scroll a personalized feed of that content. Millions of registered users, so most of the engineering sits in the feed, the chat pipeline and the media path.

- Rebuilt the content feed and ranking system as its sole author, replacing a per-request MongoDB aggregation that sorted on a computed field with scheduled jobs writing scored Redis sorted sets; a request now reads a precomputed ranked slice and touches MongoDB once, by id.
- Designed rank-cursor pagination over that cache with per-user seen-sets in Redis and attribute filtering against cached metadata, removing offset scans and duplicate results across cache rebuilds.
- Delivered Chat Memories as a vertical slice from schema to UI, enforcing one first event per user-character pair through six partial unique indexes in MongoDB instead of application-level checks, keeping the invariant correct under four concurrent worker processes.
- Built the Creator Community leaderboard across backend, web and admin on daily rollup aggregations and cursor-batched rank assignment, adding a compound index on the largest collection to keep the aggregation off a collection scan.
- Integrated the platform with an internal AI generation service for text, images, video and speech, orchestrating jobs through BullMQ with idempotency keys, a retry policy and a graceful fallback path.
- Ranked top contributor of roughly 30 engineers on the web client, shipping gamification (quests, daily rewards, level-up), the character-creation wizard and the chat interface, and contributed to the performance pass that halved chat-page LCP from 16.9s to 8.4s under 2× CPU throttling.
- Rolled an AI-assisted workflow out to the team: Claude Code configurations tuned per task type, automated review on pull requests ahead of human review, and generated test coverage, moving more work in parallel and catching more issues before review.

Stack: TypeScript, NestJS, MongoDB, Redis, BullMQ, Socket.IO, Next.js, React, AWS S3/CloudFront

Real-Time Multiplayer Game — Telegram Mini App *10/2023 – 04/2025 | team of 2, sole developer from 09/2024*

Real-time multiplayer game inside a Telegram Mini App, animated with Spine. Every player watches the same round unfold live, so holding that round state correct and identical for everyone was the core problem.

- Launched the product from an empty repository, joining on day one in a team of two and taking it over as the only engineer from 09/2024.
- Engineered the round engine on Node.js and WebSockets with the server holding authoritative state, so clients cannot influence the outcome.
- Built the rendering layer on Phaser and PIXI.js with the Spine runtime, tuning animation performance for mid-range mobile devices.
- Developed the React and TypeScript client on Redux Toolkit, with Framer Motion driving interface animation.

Stack: React, TypeScript, Node.js, WebSockets, Phaser, PIXI.js, Spine, Redux Toolkit, Framer Motion

Multi-Tenant CRM / ERP SaaS (NDA) *01/2023 – 09/2023 | sole frontend engineer*

Multi-tenant SaaS for businesses selling physical products, used by sales, credit control and purchasing staff across several countries, each company on its own tenant. Users manage customers, suppliers and devices, and open order details with prices and supplier information.

- Owned architecture and delivery of the React 18 client as the only frontend engineer, on the project from the start of a greenfield build.
- Implemented master-detail flows over customers, suppliers, devices and orders with React Query acting as both the request layer and the client-side data store.
- Standardised forms and interface patterns on Formik and Ant Design across the tenant-facing application.

Stack: React 18, React Query, Ant Design, Formik

Trailer Funnel — Dealership Inventory SaaS *07/2021 – 12/2022 | team of 4 incl. QA*

Platform for US trailer dealerships. Clients create units on the site or import them over FTP and CSV, then post them to Facebook Marketplace and Craigslist from a scheduler, with the inventory manager tracking each unit and closing it out after a sale.

- Led frontend delivery and picked up Laravel backend tasks across inventory, import and scheduling.
- Built the marketplace scheduling flow end to end, from time selection through publishing to the status sync that closes a unit out after a sale.
- Integrated Stripe billing and Intercom, added superadmin impersonation using TanStack Query as the client-side store, and shipped PDF export of the inventory table.

Stack: React, TypeScript, Laravel, TanStack Query, Stripe, Intercom, React DnD

CRM with Salesforce Sync & Forecasting (NDA) *11/2020 – 06/2021*

CRM that connects to other CRMs such as Salesforce and synchronizes data between them, over two layers: the tenant, and the users inside it. Contract statistics sit on a timeline that moves to any past date, or into the future for a model-generated forecast.

- Built the analytics interface on Nivo, including the timeline that reconstructs company state for a chosen date and renders the forecast alongside it.
- Worked against a per-tenant PostgreSQL topology: an isolated database per tenant plus a control database for authentication and tenant provisioning.
- Implemented the data layer on redux-saga and redux-requests with JWT authentication, running the local environment on Docker.

Stack: React, TypeScript, Nivo, Material UI, Redux-saga, Laravel, PostgreSQL, JWT, Docker

Świat Przesyłek — Delivery Service Comparison *2020 – 2021*

Platform that helps people pick the best delivery service for a shipment. The user enters the parcel and the route, and the application compares carriers on price and delivery time and maps their pickup and drop-off points.

- Built the Vue.js frontend and the Google Maps integration: the map, the carrier points on it and the address lookup behind the comparison flow.

Stack: Vue.js, JavaScript, Google Maps API

EDUCATION

Zaporizhzhia National Technical University — Zaporizhzhia, Ukraine

MSc, Radioelectronics and Telecommunication Systems 2017 – 2018

BEng, Radioelectronics and Telecommunication Systems 2014 – 2017

LANGUAGES

Ukrainian: Native | Russian: Native | English: C1 (EF SET 71/100)