Contact

av@av.codes

www.linkedin.com/in/ivan-cherepanov (LinkedIn)

Top Skills

Full-Stack Development

Large Language Models (LLM)

TypeScript

Languages

English (Full Professional)

Polish (Limited Working)

Certifications

CIW Javascript Specialist

Ivan Cherepanov

Full-Stack Engineer with focus on AI

Warsaw, Mazowieckie, Poland

Summary

An experienced Full-Stack Software Engineer. I'm capable of a full-cycle software delivery, deployment, scaling and making it maintainable for people to come. I've produced Web and Desktop Apps, Services, LLM Workflows and Agents, ETL pipelines, Infrastructure modules, engineering and business tooling, Admin UIs, Mobile games, physics-based visualizations, custom DSLs, Voice-controlled UIs, AR 3D apps and much more.

Experience

wutch.net
Founder
March 2020 - Present (5 years)
Warsaw, Mazowieckie, Poland

Internet Insights Engine.

- TypeScript, Node.js, React, Vercel, AWS, Fly.io

- Web browser extension

- Web browser automation

- Solo founder

- LLM Integration

Harbor
OSS Maintainer
July 2024 - Present (8 months)

Creator and maintainer of Harbor - a containerized LLM toolkit:

- 50+ LLM-related services

- CLI + Desktop app (Linux/Mac OS/Windows)

- Harbor Boost - custom optimising LLM proxy

Craft.co
Staff Fullstack Engineer
October 2020 - July 2024 (3 years 10 months)
Warsaw, Mazowieckie, Poland

Building Craft's Business Intelligence platform

- TypeScript, Node.js, React, Python, GraphQL, PostgreSQL
- E2E software delivery
- Performance optimisations
- LLM integration
- Infrastructure as a Code

EVRYTHNG

4 years 5 months

Supply Chain Traceability Engineer
September 2019 - March 2020 (7 months)
Belarus

Support and implement traceability solutions with EVRYTHNG WoT platform.

- JavaScript, Node.js, Angular.js, React
- Business intelligence solution
- AWS Lambda

Senior Fullstack Engineer
November 2015 - August 2019 (3 years 10 months)
Minsk

Working on EVRYTHNG WoT platform.

- JavaScript, React, Angular.js, Node.js, AWS
- Real-time APIs
- Mongo aggregation pipelines
- Distributed tracing

av.codes
Founder
August 2019 - March 2020 (8 months)
Belarus

Developing Mobile games with Flutter

- Flutter, Dart, Flame Engine
- Algorithms and low-level optimisations
- Writing about Flutter on Medium
- First large contribution to OSS - particle system for the Flame engine

Ciklum
Software Engineer (Javascript, Fullstack)
November 2015 - March 2020 (4 years 5 months)
Minsk

Working with EVRYTHNG on the Web Of Things platform

- JavaScript, TypeScript, Node.js, Angular.js, React, MongoDB, AWS, Vercel
- E2E Software delivery

Standard Bank Group
Software Development Contractor
April 2015 - October 2015 (7 months)
Minsk

Participated in the implementation of Excel-like web application

- JavaScript, React, Node.js

IBA Group
Software Engineer
January 2014 - October 2015 (1 year 10 months)
Minsk

Part of the large well-organized software delivery team with established
pipelines and architecture. Employed different responsibilities over time,
from being a line developer to participate in interviewing and leading certain
codebase areas.

- JavaScript, Ext.js, Ant, Maven, Java
- Working on a multi-million LoC codebase in a large team

Thunderhead
Software Development Contractor
March 2014 - August 2015 (1 year 6 months)
Minsk

Participated in the development of a large feature-rich CRM application
allowing users to create and edit templatized documents for distribution over
various channels (from plain text to rich emails and postcards).

Education

Belarusian National Technical University

Mechatronics, Robotics, and Automation Engineering · (2010 - 2014)

Lyceum of BRU

Theoretical and Mathematical Physics · (2009 - 2010)