

Alexander Pantiukhov

Full-Stack Software Developer & Software Architect.

Indie maker, lover of technologies, runner, amateur cook and food lover.

Based in Vienna, Austria. <https://apantiukhov.com> / <https://github.com/alwx> / alex@apantiukhov.com



TECHNICAL SKILLS

Clojure, ClojureScript, TypeScript, JavaScript (React, React Native), Go, Python, C#

Frontend: React, Redux, Next.js, Jotai, Rsbuild, Vite, Webpack, Electron, Reagent (+ re-frame & re-natal), HTML(5), CSS (+ Sass / SCSS), Compojure, Leiningen, etc.

Mobile: native Android development in Java/NDK/some Kotlin; some Swift & SwiftUI; React Native (did contributions to React Native itself + some third party libraries).

Devops: AWS, S3, Docker, Kubernetes, Prometheus, Grafana, GitHub CI.

Various technologies and tools: Redis, Vite, TensorFlow, Swagger, Ethereum, Kafka, Godot, Unity 3D, SQL databases (Postgres, MySQL, TimescaleDB).

WORK EXPERIENCE

Entrepreneur and freelancer, Quantum Ponies Software e.U. — Jun, 2018 - present — remote

- Built my own project called Telescope (<https://telescope.ac>) and got #2 Product of the Day @ ProductHunt. Stack: TypeScript, React, Prism.js on the frontend; Go, Postgres, TimescaleDB, Redis, Grafana, etc on the backend; Kubernetes to deploy it. Everything is made by myself — backend, frontend, design, deployment pipelines. Launched the project in July 2019, still active and generates a small but stable money flow.
- Vienna Prepacked (<https://viennaprepacked.com>). An app for iOS/Android and a web application that shows interesting places in the city. Frontend is written in React Native/ClojureScript; backend is in Python/Django. Comes with public and well-documented API (api.prepacked.co).
- Untitled Plane Game (<https://x.com/untplanegame>). An indie strategy game written in C#/Godot. Still in progress.
- Several other freelance projects built for several customers (you can find more of them on my website: apantiukhov.com).
- Made a bunch of open source contributions (including contributions to React Native and other important libraries).

Core Developer, Status.im — May, 2016 - Nov, 2018; Jan, 2022 - present — Amsterdam, The Netherlands / remote

- Unusual and very interesting project from a technical point of view — a mobile platform for decentralized Ethereum applications. Stack: React Native (for iOS and Android), ClojureScript, Go. Its sources are completely open.
- Together with one more developer built the very first prototype (in a limited amount of time), significantly improved decentralized messaging (Ethereum Whisper protocol) over time, and also built the first version of developer tools.
- Returned back to it in January, 2022 to help building the next iteration of the product.

Software Developer, Rasa Technologies GmbH — Jan, 2020 - Jan, 2022 — Berlin, Germany / remote

- Worked on the frontend, backend and machine learning part of products called Rasa & Rasa SDK (SDK for building chatbots).
- Collaborated with different companies, got and processed feedback from end users, iterated on this feedback, participated in live coding and “problem solving” sessions with both colleagues and customers.
- Provided training for a junior developer in the company.

Full Stack Developer, Otravo BV — Jun, 2017 - Oct, 2018 — Amsterdam, The Netherlands

- Worked on a web project called [VakantieDiscounter.nl](https://vakantiecounter.nl). Stack: Clojure, ClojureScript, Go, Scala, Docker, Mesos, Grafana, AWS.
- I improved the quality and stability of the website, helped with scrum mastering and also got an important knowledge of how business processes work in the Netherlands.

Various projects — 2013 - 2017 — St. Petersburg, Russia or remote

- Web and Android projects made for different companies. Also built several Android SDK and NDK games for Chinese market.

Android and Web Developer, e-Legion, Ltd — 2011 - 2013 — St. Petersburg, Russia

- Built several Android & web projects for different Russian companies.

EDUCATION

Courses

- Unity 3D and C# Beginner/Advanced Course.
- “Programming languages” by University of Washington. Grade: 94%.
- “Functional program design” by Martin Odersky, École Polytechnique Fédérale de Lausanne. Grade: 100%.
- “Functional programming principles in Scala” by Martin Odersky, École Polytechnique Fédérale de Lausanne. Grade: 100%.

Peter the Great St. Petersburg Polytechnic University — 2008 - 2012 — St. Petersburg, Russia

- Got my bachelor’s degree in Computer Science. Started Master’s Degree but left after 1 year.

LANGUAGES

English: full proficiency (C1). **German:** upper intermediate (B2). **Russian:** native.