

Aleksandr Shchilkin

Product-minded Software Engineer

shchilkin@gmail.com · [GitHub](#) · [Personal Website](#) · [Dribbble](#) · [LinkedIn](#) · Hämeenlinna, Finland

PROFILE

Software Engineer with 5+ years of experience building production web applications with React, TypeScript, Node.js, and modern frontend infrastructure. Strong ownership background across micro frontends, testing, CI/CD, product delivery, and user-facing flows used by Nordic marketplaces at scale. Frontend-heavy fullstack engineer with hands-on experience in PostgreSQL, Redis, background jobs, and AI embeddings. Comfortable working closely with product, design, backend engineers, and stakeholders to turn ambiguous requirements into reliable production features.

EXPERIENCE

Frontend Developer, Schibsted Suomi Oy / Vend Marketplaces Oy, Helsinki, Finland — September 2023 - February 2026

Project: [Schibsted Nordic Marketplaces](#) (Recommerce)

Technology stack: Micro frontends with [Podium](#), Docker, Node.js (Express.js), React, Lingui and Crowdin, Storybook, Vitest, Playwright, Vite, Github Actions, Javascript, Typescript, Figma.

- Sole frontend developer owning 7 production applications across item creation and statistics flows for 4 Nordic marketplace brands, supporting 160k+ monthly users in creation flows and 40k+ users in statistics pages.
- Released and maintained production-ready frontend applications on a new platform for four Nordic marketplaces, supporting launch readiness, critical fixes under tight deadlines, post-launch monitoring, and product feedback iterations.
- Owned frontend delivery end-to-end: clarified requirements with product and design, aligned API contracts with backend engineers, implemented features and A/B tests, released to production, and iterated based on feedback.
- Took ownership of frontend architecture, automated testing, and CI workflows using GitHub Actions and containerized environments.
- Documented frontend architecture, monorepo workflows, and edge-case handling patterns to improve onboarding, cross-team alignment, and long-term maintainability.
- Mentored an iOS-background Engineering Manager on frontend tooling and workflows, enabling them to resolve small frontend issues and ship minor features.

Software Engineer, Dream Broker Oy, Helsinki, Finland — December 2021 - August 2023

Projects: [Dream Broker #One](#), [Dream Broker Studio](#), NDA Project

- Implemented features and resolved bugs across 3 web apps and 1 Android application, ensuring code quality, maintainability, and performance — supporting over 1,000 business customers.
- Took ownership of the production Android app after the sole developer left, fixing bugs, shipping small features, exploring platform APIs, and onboarding two new Android engineers.
- Collaborated with the design team to identify and improve application UX by suggesting, and then implementing UX and UI improvements.

UI Designer & Frontend Developer | Thesis Worker, Mindhive Oy, Mikkeli, Finland — April 2021 - June 2021

Project: Job search application concept.

Technology stack: Next.js, React, TypeScript, Material UI, Figma, Lucidchart, custom JS application

- Reduced client-designer feedback cycles from weeks to days through an interactive mood board → palette → design-system workflow.
- Built a Next.js/React prototype and design-system tooling for a job-matching product concept, including user flows, UI kit, Figma prototype, and custom colour-palette generator.

Software Developer Intern, Mindhive Oy, Mikkeli, Finland — November 2020 - April 2021

Project: [Online delivery platform](#) for the local restaurant

Technology stack: Next.js, React, Typescript, Material UI, Redux, Git, Firebase, Google Cloud Platform, Shell Scripting, Figma

- Built PWA features for a local restaurant delivery platform in collaboration with design and development teams.

SKILLS

- **Frontend:** React, Next.js, TypeScript, JavaScript, Tailwind CSS, Storybook, Vite, Astro
- **Backend & Data:** Node.js, Express.js, PostgreSQL, pgvector, Redis, BullMQ, background jobs, Zod, REST APIs
- **AI & Product Engineering:** OpenAI APIs, Gemini APIs, embeddings, recommendation systems, prompt engineering
- **Testing:** Playwright, Vitest, Jest, MSW, component testing, end-to-end testing
- **DevOps & Infrastructure:** Docker, GitHub Actions, GCP, VPS, Coolify, Railway, Linux/Unix, shell scripting.
- **Design & Product:** Figma, UX Design, Blender, Miro, Unleash (feature flags), Amplitude

EDUCATION

South-Eastern Finland University of Applied Sciences (XAMK), Mikkeli, Finland — Information Technology, 2017 - 2021

SELECTED PROJECTS:

PopChoice – Fullstack AI Movie Recommendation Engine | [GitHub](#) · [Live Demo](#)

Technology stack: Next.js, React, TypeScript, PostgreSQL, pgvector, Redis, BullMQ, OpenAI Embeddings API, TMDB API, Playwright, Vitest, Storybook, Docker

- Built a fullstack AI recommendation app using OpenAI embeddings, PostgreSQL/pgvector semantic search, Redis, and BullMQ background jobs.
- Implemented account movie memory, async recommendation processing, progress polling, TMDB integration, and Bull Board monitoring.
- Designed production-style workflows with Dockerized local infrastructure, Playwright end-to-end tests, recommendation evals, Storybook, documentation, and deployment setup.

Artifact – Creative Editor for Generative Cover Art | [GitHub](#) · [Live Demo](#)

Technology stack: React Router, TypeScript, Vite, Canvas 2D, PixiJS/WebGL, Three.js, React Flow, XState, IndexedDB

- Built a browser-based creative editor with layer-stack and node-graph composition, procedural effects, 3D primitives, image/text layers, local project persistence, and high-resolution export.
- Designed a rendering architecture combining Canvas 2D, PixiJS GPU shader effects, and Three.js offscreen primitive rendering.

CREATIVE PORTFOLIO:

UI Design & 3D Illustration – Share personal UI concepts, 3D visuals, and WebGL-based interface experiments with an audience of 3,000+ followers on [Dribbble](#).