PYTHON / TYPESCRIPT / AI PRODUCTS

Theo Ratkin

Full-stack engineer

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Full-stack engineer building AI-powered applications with Python and TypeScript. Experience owning backend services, web interfaces, LLM integrations and production infrastructure, with an earlier background in Linux administration and game development.

TECHNICAL SKILLS

Python, FastAPI, TypeScript, Vue, Svelte, LlamaIndex, LLM API integrations, Azure, Terraform, Docker, Linux, Bash, Git. Familiarity with TruLens and LangSmith evaluation workflows. Django experience through personal projects.

EXPERIENCE

Founding Engineer — Foxtery

Contract · October 2023–present · Remote

AI course-authoring startup with approximately 10 people and a three-person engineering team; primary engineer across backend, frontend and production infrastructure.

- Build the platform across Python backend services and Vue/Svelte TypeScript interfaces, from initial prototype through public launch.
- Lead and mentor one developer who joined in November 2025.
- Build document-processing and LangGraph authoring workflows that transform source material into knowledge-map entries, assign relevant fragments to lessons and orchestrate structured course generation.
- Implemented a Model Context Protocol (MCP) server end-to-end.
- Implemented Stripe and Azure Marketplace integrations.
- Independently implemented SCORM 1.2 and 2004 export after learning the specifications, covering package generation, manifests, sequencing, learner score/completion reporting and background export jobs.
- Tested exported courses in Rustici SCORM Cloud and multiple LMSs, supporting ongoing customer delivery of training through external learning platforms.
- Added token-based LLM cost tracking and generation-cost analytics across text and media workflows, recording model/provider usage and linking costs to application transactions.
- Own Azure deployment and infrastructure provisioning with Terraform.

Full Stack Developer — DreamIT

Contract · September–November 2023 · Remote

IT consultancy engaging independent contractors for client projects; a team of 140 professionals. Solo MVP build for AI-assisted political research in the European Parliament domain. Contract concluded after delivery of the agreed MVP.

- Independently developed a private research prototype.
- Built a Python/FastAPI backend and Vue frontend, integrating document ingestion, indexing and semantic search with LlamaIndex.

EARLIER EXPERIENCE

Unity Developer — DreamIT

Contract · June 2022–February 2023 · Remote

IT consultancy engaging independent contractors for client projects; a team of 140 professionals. Client project: augmented reality product visualization for a skylight manufacturer. Contract ended when client funding ceased.

- Developed a Unity application for interactive product previews in residential environments under varying natural lighting conditions.
- Built the supporting PHP backend and a demonstration frontend for testing and stakeholder reviews.

Linux System Administrator — Aris Group

Full-time · June 2021–September 2022 · Remote

Medical supplies supplier with approximately 100 employees and an IT team of five.

- Managed virtual machines, containers, storage and high-availability services using QEMU, LXC, ZFS, DRBD, Corosync and Pacemaker.
- Administered identity, networking and monitoring services; automated operations with Bash and Python.

System Network Administrator — Tropical Casa Laguna

Part-time · December 2019–January 2024 · Dominican Republic

Condominium resort with eight residential buildings and additional operational facilities.

- Maintained property-wide networking and surveillance infrastructure using MikroTik and UniFi systems.

Game Programmer / Unity Developer; Linux Server Administrator — 3Dimension Game Studio

Contract · August 2016–December 2021 · Remote

Three-person game studio: one artist and two developers.

- Developed gameplay and application systems in Unity, including saves, localization, UI, quests, inventory and dialogue.
- Administered the studio's Linux development server from October 2018.

SELECTED PROJECT

5 Minute Grove

View source ↗

Created a personal focus tool with Codex, directing product decisions and iterative review. Built with SvelteKit and TypeScript, with browser-local persistence, localization and automated tests.

5minutegrove.com · github.com/theoratkin/5-minute-grove