

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

- Build an AI course-authoring platform across Python backend services and Vue/Svelte TypeScript interfaces.
- 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.
- 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

- Independently developed a private prototype for AI-assisted political research in the European Parliament domain.
- Built a Python/FastAPI backend and Vue frontend, integrating document ingestion, indexing and semantic search with LlamaIndex.

Unity Developer DreamIT

Contract · June 2022–February 2023 · Remote

- Developed an augmented reality product-visualization application for a skylight manufacturer, with a supporting PHP backend and demonstration frontend.

EARLIER EXPERIENCE

Linux System Administrator **Арис Групп**

Full-time · June 2021–September 2022 · Remote

- 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

- Maintained networking and surveillance infrastructure across an eight-building condominium resort using MikroTik and UniFi systems.

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

Contract · August 2016–December 2021 · Remote

- 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/theoratin/5-minute-grove