

KYRYLO TONKOVYD

Software Engineer | Backend, Cloud & Full-Stack Systems

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Backend and full-stack engineer with experience across web products, cloud infrastructure, browser automation, low-level networking and Web3. I work mainly with JavaScript/Node.js, AWS, Linux and PostgreSQL, taking systems from architecture and implementation through testing and deployment. Experience across different technical areas gives me more ways to understand complex problems and build practical solutions.

WORK EXPERIENCE

Founder & Software Engineer | [Visaround](#)

Jul 2026 - Present

Visa-appointment monitoring and automation product - in active development

- Architected and delivered a service-oriented visa-automation platform using Node.js, React, PostgreSQL and Playwright, from browser workers and Stripe to testing and production operations.
- Reduced duplicated automation code by **50%** using reusable function queues, shared form components and a browser-bot framework; created a library of anti-bot approaches to accelerate new site integrations.
- Cut recurring infrastructure and provider costs by **80% (5x lower)** by testing alternative browser, proxy and deployment models across AWS ECS/Fargate and Linux VPS.

TECHNICAL STRENGTHS

Backend & Web: JavaScript, TypeScript, Node.js, Express, React, REST, WebSockets, Playwright, Stripe, API integrations

Cloud & Operations: AWS (EC2, ECS/Fargate, Lambda, S3, SQS, SES, IAM, CloudWatch), Linux, systemd, Docker, DNS, SMTP, Git

Data & Systems: PostgreSQL, MySQL, DynamoDB, SQL, Power BI, async jobs, queues, process isolation, UDP/TCP, WebRTC, GStreamer, CMake

Languages & Platforms: C/C++, Java, Python, Bash, Spring Boot, FastAPI, RAG/LLM APIs, Ethereum/Base, Solidity, ethers.js, JSON-RPC

PROJECTS

[Low-Latency Remote Control & Video System](#) | C/C++, UDP/TCP, WebRTC, GStreamer, Raspberry Pi, SPI, Linux

Engineered networking, video and hardware integration for a remote-control system, including Raspberry Pi, SPI-connected microcontrollers and WebRTC/GStreamer. Replaced the original WebRTC/TCP transport with a UDP pipeline, delivering **3x lower latency** and better video quality.

[Web3 Applications - FundUC, Escrow & Token Systems](#) | Solidity, ethers.js, Next.js, Base/Ethereum

Delivered an auction game, bilateral escrow and token flows from smart-contract design through frontend integration, testing and deployment, applying rigorous state, transaction and failure handling.

[Full-Stack Applications, Algorithms & Integrations](#) | JavaScript/Node.js, React, C++, PostgreSQL/DynamoDB, DNS/SMTP, APIs

Developed React frontends with state, custom forms and document editing; backend applications with parsers, graph algorithms and complex business rules; and integrations across databases, APIs, DNS/SMTP and Linux. Created an AI-powered email analyzer that received messages through SMTP, analyzed them with an LLM and delivered results to Telegram.

EDUCATION

BSc (Hons), Software Design in AI for Cloud Computing

Sep 2024 - Present

Technological University of the Shannon (TUS), Athlone | **First Class Honours (1.1)**

System Analysis

Sep 2023 - Dec 2024

Institute for Applied System Analysis (IASA), KPI | Algorithms, C++, discrete mathematics, linear algebra, probability

COMPETITIONS, TEAMWORK & COMMUNITY

Team competitions and hackathons: ICPC, ETHDublin, ETHWarsaw, Blockchain Quantum, NASA Space Apps and AWS events. Often formed and coordinated teams to deliver working solutions under tight deadlines. Participate in Solana events organized by Superteam Ireland.

Languages: English, Ukrainian, Russian