

Dimitri Kurbatov

Engineering Team Lead | Product-minded Full-Stack Engineer

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Work Authorization: Canadian Permanent Resident

PROFESSIONAL SUMMARY

Engineering lead and product-minded full-stack engineer with 15+ years of turning business needs into web, mobile, and desktop products, from live game shows and virtual team-building events to ad platforms for car dealerships. Spent 6 years as Engineering Team Lead at The Go Game, leading a cross-functional team of 5 developers and 2 QA engineers: setting technical direction, mentoring, running dev meetings and stand-ups, and owning production, repositories, and user access on every product. Served as the company's lead security expert and stayed hands-on throughout, from architecture to production code, with a sharp eye for UI and UX. Drove AI adoption from 2023, shipping AI features from a game show and a chat assistant to content and SEO tooling, and in 2025 made fully agentic, AI-driven development the default engineering workflow, practiced daily since.

CORE SKILLS

- **Languages:** JavaScript, TypeScript, SQL; working exposure to Java and Python
- **Frontend & Mobile:** Vue, React, HTML, CSS; React Native for cross-platform development (web, iOS and Android from one codebase), App Store and Google Play publishing
- **Backend & APIs:** Node.js, NestJS, GraphQL, REST APIs, event-driven architectures
- **Databases:** PostgreSQL, MySQL, MongoDB, Firebase Realtime Database, AWS DocumentDB, DynamoDB
- **Cloud & Desktop:** Google Cloud, AWS, Firebase, Electron, native integration (system-level APIs)
- **Real-time & Integrations:** WebSockets, Twilio, Agora, HubSpot CRM (workflows, webhooks, API, HubL), QuickBooks, Stripe, Google Calendar, Slack
- **AI-Driven Development:** Agentic coding and fully AI-driven development (daily practice since 2025) with Claude Code, OpenAI Codex, and GitHub Copilot; local LLMs with LM Studio and Aider
- **AI Product Work:** AI chat assistants grounded in internal knowledge bases, AI-powered page generation, AI-assisted content workflows, AI-enabled SEO operations
- **Security:** Security policy development, penetration testing, threat monitoring, incident response, bot and intrusion mitigation
- **Leadership:** Team leadership (5 developers, 2 QA engineers), full production ownership, dev meetings and stand-ups, repository and user-access management, mentoring

PROFESSIONAL EXPERIENCE

The Go Game - Engineering Team Lead

October 2020 - October 2026 | Greater Edmonton Area / Remote

Independent contractor October 2020 - August 2022, then full-time through employers of record, fully assigned to The Go Game: Remote.com
September 2022 - May 2023, MobSquad June 2023 - January 2025, Remote.com January 2025 - October 2026.

Leadership and ownership

- Led a cross-functional team of 5 developers and 2 QA engineers, setting technical direction, driving execution, and mentoring across projects.
- Owned architecture and hands-on delivery across web, mobile, real-time systems, and internal tooling.
- Held full production ownership on every project: ran dev meetings and stand-ups, maintained repositories, and managed user access and permissions.
- Served as the company's lead security expert: helped create company security policies and pass penetration tests.
- Monitored and personally handled multiple security threats, from malicious bots to persistent human attackers.

- Drove AI adoption from 2023 across product experiences and marketing operations; since 2025, fully AI-driven, agentic development has been the default engineering workflow across active projects, from production features to native platform modules.

EMD (Event Management Dashboard) · <https://dashboard.thegogame.com/>

- Built a multi-tenant event operations platform for employee assignment, event-state control, online sales, user dashboards, and credit/subscription workflows.
- Replaced fragmented coordination across email, HubSpot threads, and Slack with one centralized system, supporting hundreds of events per month at peak with lean operations and opening a new credits/subscriptions revenue stream (<https://dashboard.thegogame.com/packages>).
- Stack: Vue client, NestJS + GraphQL API, PostgreSQL, Google Cloud, Stripe, HubSpot, Google Calendar, and Slack.

Weve · <https://app.weve.co>

- Built and scaled a real-time virtual team-building platform with Twilio, Vue, and Firebase serverless architecture; implemented real-time video conferencing and one-way broadcast modules on AWS.
- Enabled The Go Game to transition from entirely in-person delivery to fully remote operations when COVID halted live events.
- Designed and built a rules framework for audio/video behavior across fully remote and hybrid events, where remote players and in-room conference attendees play together, helping The Go Game capture returning in-person demand without losing remote delivery momentum.

TGG Play

- Built a cross-platform React Native app (web + iOS + Android) with separate websocket and game server layers.
- Implemented real-time video conferencing and one-way large-group broadcasting on Agora, expanding sellable experience variety.
- Shipped to the App Store and Google Play from a single codebase, giving clients a stable branded app for live events.
- App Store: <https://apps.apple.com/ca/app/tgg-play/id6476985623> · Google Play: <https://play.google.com/store/apps/details?id=com.thegogame.go>

Stagebox

- Shipped in 2 weeks a desktop app for running game shows fully offline, porting The Go Game's web experiences end-to-end to an offline desktop architecture.
- Used agentic coding to reverse-engineer macOS Internet Sharing, which has no public API, and turn the laptop's built-in Wi-Fi into a hotspot by driving the SystemConfiguration C API through a JXA/Objective-C bridge.
- Stack: Electron, React, React Native and mobile development, macOS system APIs, LAN networking, and local certificates enabling HTTPS on the local network.

In-house AI chat assistant (2026) · <https://chat.thegogame.com/demo/tgg-play>

- Built an AI chat assistant that answers from a dedicated internal knowledge base for each project.
- Shipped it as an embeddable chat widget (a single script tag that adds a chat bubble and overlay) integrated into all of The Go Game's user-facing products.

JeopardAI · <https://www.thegogame.com/experiences/game-shows/jeopardai>

- Built and launched the experience end-to-end in 2023 as an early production AI implementation in interactive game-show format.
- Generates recurring revenue and reached its strongest performance since launch in early 2026.

HubSpot and CRM

- **SEO system:** Hand-built custom HubSpot components in HubL for two-way communication with EMD, designed and led AI-powered location page generation, and implemented automated data synchronization to keep SEO pages current and consistent.
- **CRM automation:** Built a NestJS service on Google Cloud that connects HubSpot to QuickBooks. HubSpot workflow webhooks call the service when a deal is closed-won, and it creates or voids the matching QuickBooks invoice, records payments, and assigns the invoice to the right accounting category for reporting.
- **Sales analytics:** Built a pipeline linking HubSpot deals with sales-client email conversations and used it for AI-driven win/loss analysis, giving the sales team concrete actions to reduce lost deals.

Content Tool (internal CMS)

- Built a content system with AI-assisted content creation, where edits to a template flow down automatically to its groups and activities; NestJS + PostgreSQL backend and Vue client.
- Replaced a heavily denormalized maintenance workflow where creators fixed the same typos in multiple places, dramatically reducing repetitive manual updates and maintenance time.

Interactive game formats

- Delivered experiences from trivia and media-capture flows to Three.js-powered 3D mini-games, including large presenter-screen orchestration for live game-show formats.

Wolaver Designs - Web Developer

March 2013 - October 2020 | Remote

- Owned end-to-end architecture and implementation of a dynamic advertising platform for large Toyota and Scion dealership marketing programs.
- Built dynamic smart ads with HTML5, CSS3, and JavaScript, including rule-driven rendering logic based on campaign and dealership context.
- Built Node.js backend services and internal tooling to manage ad templates, campaign configuration, and render orchestration.
- Delivered supporting web applications and landing pages for high-volume dealership marketing operations.
- Built reusable JavaScript and ActionScript 3 frameworks to accelerate delivery and keep behavior consistent across ad variants.

ParaART - Flash Developer

May 2012 - March 2013 | Kharkiv

- Built dynamic smart ads with Adobe Flash and ActionScript 3 for Toyota and Scion dealership campaigns.
- Owned ad implementation and rendering behavior end-to-end, from creative logic through runtime output.
- Developed Flash applications and interactive visual assets for marketing and game-like experiences.
- Wrote game scenarios and supported junior team members through mentoring.

Independent Contractor - Web Developer

October 2011 - May 2012 | Remote

- Built dynamic smart ads with Adobe Flash and ActionScript 3.
- Maintained Joomla and WordPress websites.
- Created casual-game animations and client presentations.

Armed Forces of Ukraine - Mobile Power Station Operator

October 2010 - September 2011 | Kharkiv

- Maintained and troubleshooted electronic systems and equipment on military vehicles.

PERSONAL PROJECTS

Canadian Citizenship Test Practice

2026 | Agentic, AI-driven development | <https://canadacitizenshiptest.online/>

- Built and launched a free, ad-free web app for Canadian citizenship test preparation end-to-end through fully agentic, AI-driven development.
- Built a bank of 400+ practice questions based on the official Discover Canada study guide, served as mixed practice sets drawn from every chapter and scored against the real test's 75% pass mark, with a review of missed questions.
- Implemented a React single-page app with a custom API backend: email/password and Google sign-in, password reset, and per-user progress tracking.
- Built in-app question reporting and an admin dashboard for reviewing flagged questions and managing users and invites.
- Configured advanced anti-bot protection in Cloudflare to shield the app and its API from automated abuse.
- Added SEO metadata and structured data, plus privacy-first analytics (Google Consent Mode v2, nothing collected until the visitor opts in).

Haunted Mansion Escape (Roblox)

2026 | *Agentic, AI-driven development in Roblox Lua*

- Built a complete 1-8 player cooperative multiplayer game end-to-end in an unfamiliar language through fully agentic, AI-driven development.
- Implemented server/client/shared architecture: game state, round management, procedural mansion generation, NPC systems, persistent player data, leaderboards, and security controls (rate limiting and anti-exploit protections).
- Source: <https://github.com/freesk/haunted-mansion-roblox-game>
- Playable: <https://www.roblox.com/games/105167692541036/Horror-Mansion-Escape>

Autonomous Expanse

2026 | *Agentic, AI-driven development in Godot 4.5 / GDScript* | <https://github.com/freesk/autonomous-expanse>

- Building a 3D sandbox drone game in Godot through fully agentic, AI-driven development: the player flies hover drones over a procedurally generated planet while rival AI factions mine it, haul resources, and fight over it.
- Designed a layered AI simulation (faction economy and strategy, squad goal planning, per-drone pathfinding and combat) on dependency-injected interfaces and a command-queue pattern, covered by unit tests.
- Implemented multiple drone classes, energy weapons, and custom shaders for thrusters, shields and stealth.

EDUCATION

- Kharkiv Technological University "IT STEP" - Bachelor of Science, Information Technology | 2021 - 2024
- Polish-Japanese Academy of Information Technology - Computer Science | 2017 - 2019
- Kharkiv Motor Transport College - Electrical Technician | 2006 - 2010

LANGUAGES

- **English:** Full Professional
- **Ukrainian:** Native or Bilingual
- **Russian:** Native or Bilingual