

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, and owning production and security on every product while staying hands-on in architecture and code. Drove AI adoption from 2023, 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, React Native (iOS/Android, App Store and Google Play publishing), HTML, CSS
- **Backend & APIs:** Node.js, NestJS, GraphQL, REST
- **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 since 2025 with Claude Code, OpenAI Codex, and GitHub Copilot; AI chat assistants, AI-assisted content and SEO workflows
- **Security:** Security policies, penetration testing, threat monitoring, incident response
- **Leadership:** Team of 7 (5 developers, 2 QA), production ownership, stand-ups, repositories, user access, 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.

- Led a cross-functional team of 5 developers and 2 QA engineers, setting technical direction, driving execution, and mentoring across projects.
- Owned production on every project: ran dev meetings and stand-ups, repositories, and user access.
- Served as the company's lead security expert: co-authored security policies, helped pass penetration tests, and personally handled threats ranging from malicious bots to persistent human attackers.
- Made fully agentic, AI-driven development the default engineering workflow in 2025.
- Architected EMD (dashboard.thegogame.com), a multi-tenant operations and commerce platform that centralized event coordination, supported hundreds of events per month at peak, and introduced credits/subscriptions; stack: Vue, NestJS, GraphQL, PostgreSQL, Google Cloud, Stripe, HubSpot, Google Calendar, Slack.
- Built and scaled Weve (app.weve.co) on Twilio, Vue, and Firebase serverless; implemented real-time video conferencing and one-way broadcasting on AWS, enabling the COVID transition from in-person-only events to fully remote delivery.
- Designed audio/video rules for hybrid events mixing remote players and in-room attendees.
- Built TGG Play in React Native and shipped it to web, iOS, and Android from one codebase, with websocket/game server layers and Agora-based video conferencing and large-group broadcasting.
- Shipped Stagebox in 2 weeks with agentic development: a fully offline desktop app for running game shows (Electron, React, React Native, LAN networking, local HTTPS certificates); reverse-engineered macOS Internet Sharing (no public API) to turn the laptop's Wi-Fi into the event hotspot.

- Built an in-house AI chat assistant in 2026, grounded in a per-project internal knowledge base and shipped as an embeddable chat widget across all user-facing products.
- Launched JeopardAI in 2023 as an early production AI experience; generated recurring revenue and reached its strongest performance since launch in early 2026.
- Built custom HubSpot HubL components with two-way EMD sync; led AI-powered SEO location-page generation.
- Automated HubSpot CRM workflows, including HubSpot-to-QuickBooks invoicing and payments for closed-won deals, and built a deal and sales-email data pipeline for AI-driven win/loss analysis.
- Built Content Tool, an internal CMS with AI-assisted content creation that ended duplicate manual edits.

Wolaver Designs - Web Developer

March 2013 - October 2020 | Remote

- Owned end-to-end architecture of a dynamic ad platform for large Toyota and Scion dealership programs.
- Built rule-driven dynamic ad rendering and campaign tooling with HTML5/CSS3/JavaScript and Node.js services.
- Delivered web apps and landing pages; built reusable JS/ActionScript frameworks to speed up campaigns.

ParaART - Flash Developer

May 2012 - March 2013 | Kharkiv

- Built dynamic smart ads for Toyota and Scion dealership campaigns using Adobe Flash and ActionScript 3.
- Owned implementation and rendering behavior end-to-end for interactive ad experiences.

Independent Contractor - Web Developer

October 2011 - May 2012 | Remote

- Built Flash smart ads, maintained Joomla/WordPress sites, created casual-game animations and 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 | Fully agentic, AI-driven development | <https://canadacitizenshiptest.online/>

- Built and launched a free web app for Canadian citizenship test preparation end-to-end: 400+ practice questions based on the official Discover Canada guide, scored against the 75% pass mark.
- React front end with a custom API backend: email and Google sign-in, progress tracking, question reporting, and an admin dashboard; advanced anti-bot configuration in Cloudflare.

Haunted Mansion Escape (Roblox)

2026 | Fully agentic, AI-driven development

- Built a complete multiplayer game end-to-end in an unfamiliar stack (Roblox Lua): procedural generation, NPC systems, persistence, and security controls.
- GitHub: github.com/freesk/haunted-mansion-roblox-game · Play: roblox.com/games/105167692541036

Autonomous Expanse

2026 | Fully agentic, AI-driven development | <https://github.com/freesk/autonomous-expanse>

- Building a 3D sandbox drone game in Godot 4.5 (GDScript) where rival AI factions mine, haul resources, and fight autonomously, driven by a layered, unit-tested AI.

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/Bilingual), Russian (Native/Bilingual)