

Ilia Gandelman

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AI Software Engineer, Freelance | 2025 – present

- Building and maintaining software solutions for multiple businesses
- Collaborating on strategy, defining requirements and landing key business goals
- Full-stack development, including backend **cloud based services** and deployment, **on-prem LLM**, agent development, mobile apps, analytics and dashboards.
- Using **AI Spec-driven development** for accelerated full-cycle development

Senior Software Engineer, Joyned | 2023- 2025

- Tech lead for backend development team, both locally and remotely
- Engineered and maintained **highly-available, distributed backend services** on AWS, operating at scales of >300 QPS.
- **Led architectural and system-level design** to enhance service scalability, resilience, and drive the long-term technical vision, as well as short-term results
- Drove end-to-end service lifecycle improvements by identifying and resolving critical bottlenecks, resulting in an **improvement of 10x latency and -40% cost** reduction of compute and storage.
- Implemented and managed system **monitoring and observability** procedures to ensure service reliability, uptime, and data-driven decision-making
- **Drove AI adoption** across the organization by building an agent orchestration platform and AI CI/CD pipeline, boosting engineering velocity and seamless product integration for internal and external clients.

Software Engineer, Playtika | 2019 - 2022

- Design, implementation, testing and maintenance of core software components.
- Conducting design and code reviews, as well as proactively initiating new processes & **adopting new technologies across multiple teams**.
- Collaborating with **global teams, and across disciplines** including Product Managers and Data Analysts, and UX/UI Designers to deliver data-driven results.

Software Engineer, Mixed.Place, 2018

- Product feature development - design, implementation, testing and integration.
- Contributed to the overall architecture design, including Database modeling, server responsibilities, and API.

Software Engineer, Visualed | 2016 - 2018

- Designing, coding, testing and deployment of object-oriented software.
- Independently delivered projects from requirements gathering to practical solutions that meet product needs.

Languages: Python (object-oriented), C#, TypeScript, JavaScript, Java

Technologies: AWS (DynamoDB, Lambda, SQS, Aurora, Redshift, Bedrock), Azure, Node.js, Docker, PostgreSQL, OpenCV, ZeroMQ