

Rustam Ashurmatov

Full-stack engineer, 5+ years at remote startups, owning products end to end on small teams: architecture, backend, web, mobile and cloud. My best work made things faster, cheaper or more polished, from backend to UI.

EXPERIENCE

VBRATO, Remote · US — *Software Engineer*

MAY 2023 – PRESENT · PAID MUSIC COLLABORATIONS AND SONG COVERS FOR ARTISTS

- Built the Next.js frontend (architecture, shared design language, reusable components) and a custom React Native/Expo audio player running at **60 fps**.
- Owned payments and payouts across backend, web and mobile: custom checkout, Stripe Connect, Apple/Google Pay and international transactions, including bank accounts.
- Sped up the artist metrics data pipeline on AWS by parallelizing independent fetches and cutting redundant calls: monthly API requests **25M+ → 11M** (provider cost roughly **halved**) and a full run **9 days → 7 hours**.
- Led backend work on AWS (CloudFormation, SQS, GraphQL/REST APIs), migrated **1M+ artists** and **100M+ metrics** from MySQL to OpenSearch, and replaced a paid chat vendor with in-house real-time messaging and push.

GeoAlert, Uzbekistan — *Frontend Software Engineer*

DEC 2022 – JUN 2023 · AI MAPPING PLATFORM FOR SATELLITE AND AERIAL IMAGERY

- Built and optimized React interfaces for configuring processing jobs and reviewing large imagery datasets.
- Moved existing users to Keycloak single sign-on through new Next.js auth flows with **zero downtime**.

Livereach, Remote · EU — *Software Engineer*

NOV 2021 – JAN 2023 · SOCIAL MEDIA AGGREGATOR AND EMBEDDABLE E-COMMERCE APP

- Led incremental React 18 adoption inside a large Angular app, running both frameworks side by side without breaking existing workflows.
- Improved load and interaction performance of the embedded app; replaced Redux with a custom reactive state manager, cutting the JS bundle by **20%**.

Moishlem, Remote · EU — *Backend Software Engineer*

AUG 2020 – OCT 2021 · ONLINE SPORTS AND REAL-ESTATE INSURANCE

- Built payment and subscription flows on banking APIs with NestJS, merged two backends into one codebase and redesigned the PostgreSQL schema.

PROJECTS

Senmei — TypeScript, WebGPU, WebCodecs · 2026

- Browser MKV player with a hand-written Matroska parser and WebCodecs decoding, streaming over HTTP Range requests.
- Ported Anime4K's CNN shaders to WGSL to upscale **1080p to 4K** in real time on WebGPU: **38 render passes** in **32.3 ms** per frame on an M4 Pro.

LeTUI — Rust, TypeScript · 2025

- Terminal UI library written from scratch: TypeScript component API on a Rust rendering engine, with prebuilt binaries for macOS, Linux and Windows.
- Implemented persistent layout, incremental screen updates, scrolling and input handling; built Letty, a coding-agent client, on top of it.

Xport — TypeScript, React, PostgreSQL · 2026

- Web app and npm CLI that export X threads, timelines and articles to Markdown/JSON, with OAuth sign-in and Polar credit billing.
- Export jobs save progress, cursors and credits to PostgreSQL after every page, so a crashed process or reloaded tab resumes from the stored cursor.

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SKILLS

Programming

TypeScript, JavaScript, Python, Rust, Go, SQL

Frontend

React, Next.js, React Native, Expo, Angular, TanStack, Zustand, Playwright

Backend

Node.js, Bun, NestJS, Fastify, GraphQL, REST, WebSockets

Databases & search

PostgreSQL, MySQL, OpenSearch, ORMs

Cloud & DevOps

AWS (Lambda, ECS, EKS, AppSync, SQS, Step Functions, CloudFormation, etc.), Docker, CI/CD, Linux

Payments

Stripe, Stripe Connect, Apple/Google Pay, banking APIs

Graphics & media

WebGPU, WGSL, WebCodecs, FFmpeg

LANGUAGES

English, Uzbek

EDUCATION

Tashkent University of Information Technologies

BSc Software Engineering

2019 – 2023 · GPA 4.57/5