



ILYA ROGER

Fullstack Developer & AI Systems Specialist

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I design and build scalable, test-driven applications that integrate modern web technologies with practical AI solutions. With extensive experience in server management – including deploying and optimizing systems on NVIDIA Triton Server – I focus on delivering robust software that meets industry standards.

WORK EXPERIENCE

VENTION

Fullstack Developer | Jan 2024 - Current

- Working for a German based client in the food and healthcare sector
- Setting up an internal AI inference server (Triton), and utilizing data center cards such as the NVIDIA A30, for internal and POC use

KAISERKOENIG

Frontend Developer | Apr 2022 - Oct 2023

- Engineered a robust visual testing workflow using Storybook and Chromatic, and integrated it into the existing CI/CD pipeline via GitHub Actions
- Engineered comprehensive testing solutions for authentication and service subscription features, leveraging Jest and Cypress for reliable results
- Migrated a legacy Vue.js project to React, which was subsequently adopted by “Der Spiegel” for internal asset management
- Maintained and developed an Angular DAM project for “Der Spiegel”
- Developed an in-house research tool for “Der Spiegel” journalists, integrating APIs from ChatGPT, Azure GPT, Palm2, and DeepL for enhanced functionality

ITECHART - MINSK, BELARUS

Frontend Developer | Jan 2022 - Feb 2022

- From August to December 2021 an extensive wave of paperwork had to be processed in order to work for a foreign company which is located in Minsk, Belarus
- After relocating from Frankfurt am Main to Minsk in January 2022 ambitions and the ability to work in a foreign company were abruptly halted by the war in Ukraine
- Due to the sanctions which were imposed on Russia and Belarus, the company could not operate within Belarus anymore. Based on the circumstances, relocating back to Frankfurt, Germany was inevitable

BIOETICGOODS - TICINO, SWITZERLAND

Frontend Developer | Feb 2020 - Aug 2021

- Navigated the complete software development lifecycle, from planning to development, enhancing my proficiency in frontend technologies like React and Typescript
- Facilitated cross-functional discourse between design and development perspectives, ensuring seamless UI/UX integration with front-end frameworks such as Next.js
- Chaired multiple team meetings focused on code quality, emphasizing ES6+ best practices and Google's web performance optimization guidelines
- Incorporated Lighthouse and Google Speed Insights into the CI/CD pipeline, optimizing front-end performance with techniques like lazy-loading and code splitting
- Conducted weekly client presentations to provide granular updates on project milestones, specifically highlighting advancements in frontend architecture and time management

SAGOS - BASEL, SWITZERLAND

Frontend Developer | Jan 2019 - Feb 2020

- Architected a design system complete with extensive documentation, utilizing Storybook to ensure future-proof, developer-friendly guidelines
- Optimized website performance by implementing React best practices like lazy-loading and image compression, achieving a significant reduction in load time
- Adhered to Lighthouse guidelines to dramatically improve the Time to First Contentful Paint (FCP), leveraging critical CSS and asynchronous script loading
- Participated in weekly code reviews, leveraging tools like ESLint and Prettier, which bolstered my proficiency in writing maintainable and clean code
- Experimented with cutting-edge frontend features in a separate branch, which were later integrated into the main development pipeline upon passing rigorous unit tests

FREELANCE PROJECT - BASEL, SWITZERLAND

Frontend Developer | Feb 2019 - Oct 2019

- Unified diverse perspectives in design and product strategy into a cohesive package, leveraging tools like Figma and Zeplin for streamlined collaboration
- Actively engaged in a multicultural team dynamic, facilitating cross-border communication and collaboration for project success
- Adopted Tailwind CSS as the design system, streamlining frontend development with its utility-first approach for more logical and concise styling
- Optimized web assets with SEO and performance best practices in alignment with Google's ranking algorithm, employing techniques like server-side rendering and content optimization
- Authored and integrated custom unit tests into the project's CI/CD pipeline, leveraging Jest and GitHub Actions to ensure code quality and robustness

EDUCATION

SAE INSTITUTE - FRANKFURT AM MAIN, GERMANY

B.Sc. Games Programming | Mar 2019 - Jun 2021

- Delivered multiple game projects from conceptualization to production within tight deadlines, employing agile methodologies and versioning tools like Plastic SCM for efficient workflow
- Engineered a custom graphics engine using C++, incorporating advanced rendering techniques like shader programming and texture mapping
- Mastered industry-standard principles in game design and development, gaining hands-on experience with frameworks like Unity and Unreal Engine

PROJECTS

CHEFGPT - CHATGPT BASED PROJECT

Jan 2023 - Feb 2023

The website features a collection of ten famous recipes from every country around the world. This diversity of global cuisine has been gathered through the use of OpenAI's ChatGPT API, resulting in a curated selection of authentic and delicious dishes. The website serves as a convenient resource for those interested in exploring the flavors and cooking techniques of countries near and far.

- Developed an automation layer for handling recipe and description queries, integrating ChatGPT via API calls for intelligent text generation
- Designed a PDF template for recipe distribution, leveraging layout libraries like jsPDF for streamlined, print-ready outputs
- Publicized the project's insights through a comprehensive Medium article and initiated community discussions via a Reddit post, garnering feedback and fostering industry dialogue

PROJECT JANUS - BACHELOR PROJECT

Apr 2020 - Mar 2021

Project Janus is an accessibility tool for people with a variety of visual impairments. Ranging from color blindness to dyslexia, Project Janus aims to assist gamers in playing their favorite game while not compromising on the gaming experience! This project was part of my bachelor thesis.

- Engineered an accessible design system specifically tailored for visually impaired users, progressing from conceptualization to a fully realized product
- Adopted a rigorous scientific methodology in research, feature implementation, and problem-solving, utilizing empirical data for decision-making
- Delivered a validated product, vetted for quality and efficacy by multiple independent bodies, ensuring industry-standard compliance
- Conducted double-blind studies to empirically assess the impact of various in-game features, leveraging statistical analysis tools for data interpretation
- Programmatically benchmarked Unreal Engine and Unity, utilizing custom test suites to determine the most performance-efficient game engine
- Led code review sessions focused on best practices for Unity plugin development, providing hands-on examples to avoid common coding pitfalls

SKILLS

Languages	Frameworks	Other
– Typescript	– React	– Triton Inference Server
– Python	– Angular	– Comfy UI
Previously worked with:	– Vue	– Hugging Face
– Rust	– Redux Toolkit	– Ecosystem
– Golang	– Next.js	– AWS
– C#	– Storybook, Chromatic	– Unity
	– Jest, Cypress	– Unreal Engine
	– Tailwind, Chakra	
	– Styled Components	

LANGUAGES

English	German	Russian	French
C2	C2 - native	C1 - native	A2