

Chad Koslovsky

Product Engineer | Full Stack Systems Builder |
AI Engineer

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SUMMARY

Product engineer and systems builder with 20+ years taking ambiguous operations from stakeholder discovery and data modeling through full-stack delivery, rollout, and support. I code the products myself and use AI tools I developed through that engineering work without outsourcing architecture, testing, or judgment. My work spans an acquired Amazon SaaS product, enterprise infrastructure, real-time tools, deterministic games, open-source platforms, and five years shipping crypto and creative products.

CORE SKILLS

Product Engineering: React, Vue, Next.js, TypeScript, Node.js, Rust, PostgreSQL, Redis, REST/GraphQL, WebSockets, authentication, payments, admin systems

AI and Automation: retrieval, embeddings, LangChain, vector databases, structured outputs, classification, tool orchestration, natural-language interfaces, evaluation, GPU-accelerated inference, workflow automation

Operations and Integrations: scheduling, email triage, support, CRM, ticketing, dashboards, analytics, notifications, approvals, stakeholder discovery

Systems and Delivery: Linux, AWS, Kubernetes, Docker, Terraform, Ansible, CI/CD, Nginx, networking, observability, security, backup, disaster recovery

PROFESSIONAL EXPERIENCE

Technomancy IT LLC - Founder / Product Engineer / Systems Lead

2015-Present

- Founded a product engineering company delivering React/Vue/Next.js applications, TypeScript/Node.js services, PostgreSQL/Redis data systems, AI automation, and infrastructure.
- Managed Excell Services' complete IT function: rebuilt on-site servers, negotiated fiber that saved thousands, added multi-site recovery and wireless links, supported roughly 30 employees, and migrated the business without interruption.
- Operated from Wray, Colorado for three years and became a go-to technology resource across the town; built Blade Construction's custom ticketing/CRM workflow and managed client software, hardware, networking, and IT.
- Helped crypto and creative teams ship games, marketplaces, art and NFT products, smart-contract integrations, launches, and fundraising systems for five years.

Front Range Internet - Senior Systems Engineer / Datacenter Architect

2015-2019

- Served as the senior systems engineer and datacenter architect, designing and setting up infrastructure for the datacenter and client environments while modernizing workloads from hardware-centric virtualization to reproducible Docker, Swarm, and Kubernetes platforms.
- Codified infrastructure with Terraform, Ansible, and CI/CD; led monitoring, capacity, recovery, client migrations, runtime operations, and incident response.

Office Evolution - Systems / Software Engineer

2013-2014

- Built SQL/MongoDB internal applications connecting CRM, provisioning, onboarding, and service operations while designing and supporting IT architecture across multiple locations and client environments.

PlumChoice / Everon - Network Engineer

2011-2013

- Operated SMB networks and managed IT across monitoring, incident response, endpoint support, diagnostics, and automation.

IBM - Infrastructure and Systems Focal

2009-2011

- Infrastructure focal for environments serving millions of users, including Best Buy, Amtrak, and USPS; automated audit, backup, and compliance workflows and managed virtualization and hosted desktop platforms.

SELECTED PROJECTS

Technomancy.IT - Client Operations Platform

A name for the technology fluency I have practiced since childhood, now expressed as a Next.js, TypeScript, PostgreSQL, and containerized platform spanning CRM, support, scheduling, browser meetings, billing, analytics, telemetry, and AI automation.

KTHX.fun / Ricoshot - Game Frontend and Deterministic Engine

Built the live arcade frontend across arena discovery, bot play, tutorials, cabinet shopping, rankings, and wallet flows, backed by a deterministic C++20/WebAssembly engine using fixed ticks, replayable inputs, checkpoint validation, and verifiable mechanics.

Velatis and Velatis Charts

Product engineering and AI automation for a private research platform, plus an open-source stateless chart engine with typed APIs and deterministic URLs.

Agorix, Proofmark, and Foundation Archive - Open Source

Built decentralized marketplace, document-signing, audit, Rust, and IPFS recovery systems across Bitcoin, Ethereum, Solana, Next.js, PostgreSQL, and tRPC.

TokenGators, Bitlectro Labs, Dreamloops, The Dreamers, WolfGame, Quadrillion, The Gardens, and IRLAlpha

Worked with DreamWorks Animation creative leadership, Bitlectro Labs, and members of STRFKR across web apps, games, generative art, smart contracts, and launches.

NuPrice - Acquired Amazon Operations SaaS

Built marketplace ingestion, repricing automation, analytics, CMS, subscriptions, and in-app support. Solved gaps competing tools did not and was acquired.

MinePocket - Minecraft Mobile Connectivity

Extended LAN-only Minecraft mobile multiplayer across the internet with custom routing and session infrastructure, and worked with Mojang around the product.

PUBLIC LINK KEY

Resume Site: <https://chad.koslovsky.xyz>

Resume PDF: <https://chad.koslovsky.xyz/resume/chad-koslovsky-resume.pdf>

LinkedIn: <https://www.linkedin.com/in/chadkoslovsky>

GitHub: <https://github.com/Ravonus>

Technomancy.IT: <https://technomancy.it>

KTHX.fun / Ricoshot: <https://kthx.fun/games/ricoshot>

Velatis: <https://velatis.io>

Velatis Charts: <https://github.com/Ravonus/velatis-charts>

Proofmark: <https://github.com/Ravonus/proofmark>

Foundation Share Bridge: <https://github.com/Ravonus/foundation-share-bridge>

TokenGators: <https://tokengators.com/>

Dreamloops Contract: <https://etherscan.io/token/0xf1b33ac32dbc6617f7267a349be6eb004fecff>