

Viktor Khasenko

Full-Stack Web Developer · Indie Game Developer

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CORE STACK

React	CORE	TypeScript	CORE
Next.js	ADVANCED	Vue.js	ADVANCED
Node.js	ADVANCED	Unreal Engine	ADVANCED
Python	ADVANCED	Blender	WORKING

LANGUAGES

Ukrainian	Native	Russian	Native
English	C1 · Professional	Swedish	A2 · Elementary
Welsh	Learning		

PROFESSIONAL PROFILE

Full-stack web developer with more than ten years of commercial frontend work — React, TypeScript, Vue and Next.js in production, with Node.js, REST and GraphQL behind them. I have built interfaces for a platform serving tens of thousands of concurrent users, shared component libraries in Storybook, and features taken end to end, from design review to release.

Since 2023 I have worked independently: freelance and contract React and TypeScript projects, products of my own — PolyBuilder, VoxStation, Scrap Racket — and games in Unreal Engine 5: an online survival game with a small team and a co-op game on my own. On the games I mostly build what the player touches — in-game UI, HUD and menu systems, gameplay systems and interactive environments — with the same component thinking and state management I use on the web.

I care about the detail: accessibility (WCAG, ARIA, keyboard and screen-reader support), tests at the level that matters (Vitest, Jest, Playwright), and code other people can pick up. I use AI-assisted tools — Claude Code, GitHub Copilot, Cursor — every day, and review what they produce as strictly as my own code.

TECHNICAL SKILLS

FRONTEND	React · Next.js · Vue.js · Nuxt · TypeScript · JavaScript (ES6+) · Redux Toolkit · Zustand · MobX · RxJS · TanStack Query · Zod · Semantic HTML5 · Responsive layout · Three.js / WebGL
UI & DESIGN SYSTEMS	MUI · Ant Design · Tailwind CSS · Storybook · Component libraries · React Hook Form · Formik / Yup · Figma
TESTING	Vitest · Jest · React Testing Library · Playwright · Cypress · axe-core · Test-first development · WebdriverIO
ACCESSIBILITY	WCAG 2.2 · ARIA · Keyboard navigation · Screen-reader support
BACKEND & APIS	Node.js · Express · NestJS · REST · GraphQL · WebSockets / SSE · PostgreSQL · MongoDB · Prisma · Java · Spring Boot · Multi-tenant PostgreSQL (schema-per-tenant) · Payload CMS · Steam OpenID · Webhooks (HMAC-verified) · PHP · WordPress themes · Python (FastAPI) · Stripe · Tebex · Payment gateways
BUILD & DEVOPS	Vite · Webpack · Docker · GitLab CI/CD · GitHub Actions · Sentry · AWS · Jenkins · Git · Kamal · Cloudflare / R2 · Linux (Ubuntu · systemd) · CMake · Tauri (desktop apps)
MOBILE	React Native · Flutter · App Store publishing · Dart · Riverpod · GoRouter · Localisation (40 languages) · Text-to-speech

GAME DEVELOPMENT	Unreal Engine 5 · C++ · Blueprints · Game UI in C++ (UMG · Slate · CommonUI) · Gameplay systems · Multiplayer networking · Blender · C# · Carbon plugins (Rust) · Game-server integration (RCON) · Environment art · Rigging & animation · Local split-screen co-op · Enhanced Input · StateTree AI · Gameplay Tags · Game accessibility · Replication
3D GRAPHICS & GEOMETRY	C++20 · Quad remeshing · Cross fields & parametrisation · Texture baking · GPU ray tracing (CUDA · OptiX · DXR · Vulkan · Metal) · 3D-print preparation (supports · 3MF/STL) · Blender add-ons · ComfyUI nodes
AI-ASSISTED DEVELOPMENT	Claude Code · GitHub Copilot · Cursor · Reviewing generated code and tests · Python & ComfyUI automation · Directing AI coding agents · Pair programming with agents · Single source of truth (SSOT) · Guard tests · Claude Design · Speech recognition & TTS pipelines (WhisperX · Qwen3-TTS) · Local LLMs (Ollama)
PRACTICES	Frontend performance (measured against a baseline) · Design reviews · Code review · Mentoring junior engineers · Technical documentation · Agile / Scrum

EXPERIENCE

May 2026 – Present

Founder & Developer PolyBuilder

- A desktop app for 3D artists and 3D-printing hobbyists: it turns messy AI-generated models into light, clean quad meshes with artist-like topology, bakes their textures across, and prepares them for printing. Built alone, end to end.
- Wrote the geometry engine from scratch in C++20: quad remeshing through cross fields, a cut graph and mixed-integer quadrangulation, with anatomy-aware edge loops.
- Built texture baking on the GPU across five ray-tracing backends — CUDA, OptiX, DirectX Raytracing, Vulkan and Metal — with texture sets, UDIMs, a cage brush in the viewport and live re-bakes.
- Added 3D-print preparation: cutting into parts with pin connectors, plate layout per printer, tree supports, and 3MF/STL export.
- Designed and built the interface in React, TypeScript and Three.js inside a Tauri desktop shell, with the full accessibility settings; covered by C++ tests, Vitest and Playwright.
- Shipped parts of it as a Blender add-on and a ComfyUI node; the app is heading to Windows, macOS and Linux.

Jul 2026 – Present

Founder & Developer VoxStation

- A local AI studio for voice, music and video that runs entirely on the user's computer: a radio that writes and sings its own songs — background music for cafés and shops, cleared for commercial use — songs from your own lyrics, sound effects, video dubbing and a story editor for TikTok and Instagram, character voices, full-cast audiobooks, translation and live conversation captions. Built alone, for Windows, macOS and Linux, in 49 languages and to WCAG 2.2.
- Built a Python engine that runs a dozen open models side by side on a 12 GB graphics card — Whisper, Qwen3-TTS, VoxCPM2, Chatterbox, ACE-Step, MOSS-SoundEffect and Qwen 3.5 9B through Ollama — each in its own worker and environment, with per-model memory shown and unloaded in one click.
- Made the local language model the core of the app: it casts audiobooks by finding who speaks each line, translates books, dubs and subtitles into 100+ languages, writes lyrics, and puts any prompt into English before it reaches a generator.
- Shipped a small installer that tunes itself on first run — CUDA for NVIDIA, Metal on Apple Silicon or the processor — building the engine's environment for each machine with uv.
- Designed and built the interface in Next.js, React and TypeScript inside a Tauri shell: eight workspaces including a keyframe story editor with templates, fonts and stickers; built to WCAG 2.2 with keyboard reach, high contrast and reading fonts; right-to-left layouts and 49 languages, each checked by an end-to-end layout test.

2023 – Present

Full-Stack Developer / Indie Game Developer Self-Employed

- Freelance and contract full-stack work, alongside games in Unreal Engine 5 — Quackiverse, an online survival game, with a small team, and Mind the Cat, a co-op game on my own.
- Shipped React, TypeScript and Next.js applications for clients end to end — REST and GraphQL integration, complex forms (React Hook Form, Formik / Yup), Jest and Playwright suites written test-first.
- On the games: in-game UI with UMG — HUD, inventory, menus, settings and character select — and gameplay systems (inventory, multiplayer networking, character mechanics, AI behaviour) in C++ and Blueprints.
- Published a Flutter app to the Apple App Store, from architecture to store submission, on my own.

- Refactor and harden existing codebases, including AI-generated ones — finding root causes, fixing accessibility (WCAG, ARIA), leaving them maintainable.

Aug 2026 —
Present

Founder & Full-Stack Developer [Scrap Racket](#)

- Built and run a Rust game server with its own gameplay systems, and its website at scrapracket.uk — live since 12 September 2026.
- Next.js 16, React 19 and TypeScript site on Payload CMS and PostgreSQL: 38 pages, live server status over RCON, wipe calendar and map vote, leaderboards, player profiles, Steam sign-in and a Tebex store with a verified webhook.
- Design-token component library with guard tests; 130 unit-test files (Vitest, Testing Library) and Playwright with axe-core at four widths; accessibility to WCAG 2.2 AA.
- Game systems as 14 C# plugins (about 22,000 lines): an in-game economy, player bounties with NPC police and a prison, personal quarries, generated bases, leaderboards and achievements.
- Led the build as the engineer directing AI coding agents: briefs and rules (AGENTS.md), tracked issues, parallel agents in isolated worktrees, pair programming on the hard parts and review of every change — with one source of truth for copy and colour enforced by guard tests. Design and design system in Claude Design.
- Docker and Kamal deploy behind Cloudflare, a Discord bot, nightly backups to Cloudflare R2.

May 2026

Solo Game Developer — CyberTrace [GameDev.tv](#) [Game Jam 2026](#)

- Made CyberTrace, a neon endless runner in Unreal Engine 5, on my own in the jam's ten days — 831 entries in total.
- Ranked #104 of 831 for aesthetics and #116 for music; #228 overall.
- Gameplay systems, programming, UI and level design my own: endless road with traffic, driving with a boost, coins, and a walkable garage hub with characters and car skins.

Aug 2025 — Sep
2025

Founder, Lead Developer & UI/UX Designer [LinguaDuck](#)

- Designed, built and published LinguaDuck, a cross-platform language-learning app in Flutter — first release on the App Store on 8 September 2025, about a month after starting.
- Architecture with Riverpod and GoRouter; seven study modes with spaced repetition, text-to-speech with IPA hints, XP, quests and achievements.
- Interface localised into 40 languages, including right-to-left scripts; deck editor with import and export; offline, with data kept on the device.
- Owned the whole product alone: UI/UX design, development, content structure and App Store submission.
- Since release, alongside other work: updates, and now a redesign with new AI-powered features.

2024

Freelance Project Consultant [Tech Returners](#)

- Delivered Artanova — a full-stack platform (React, TypeScript, Redux Toolkit, Tailwind, PostgreSQL, Prisma) integrating public museum REST APIs.
- JWT auth, accessible UI (ARIA, keyboard nav), full responsive design; praised by the technical team for UX, accessibility and code quality.

2019 — 2023

Frontend Developer [TastyDrop](#)

- Led frontend development for a platform serving tens of thousands of concurrent users — complex React and Vue interfaces in TypeScript, with Redux and Vuex.
- Worked across 4 concurrent projects, shipping features, A/B tests and platform updates on regular release cycles with product managers and designers.
- Real-time UI with WebSockets and SSE; payment gateways and third-party integrations; complex state management at scale.
- Owned CI/CD with GitLab CI and Docker; built and maintained a shared component library in Storybook; kept quality consistent with ESLint, Prettier and Husky.
- Took part in code reviews, sprint planning, retrospectives and architecture discussions.

2017 – 2019

Frontend Developer [House of Illion](#)

- Mobile and web apps for EPUB3 reading platforms and dating services with React.js and React Native; responsive, cross-browser delivery.

2010 – 2017

Frontend Developer [Freelance](#)

- Corporate sites and complex SPAs for diverse clients with full remote project management — interactive galleries, animations and feedback systems.

EDUCATION

Ongoing

Self-Taught — Game Dev, 3D & Web

[Always Learning](#) · [continuous professional development](#)

- Daily self-study across game development, real-time 3D and full-stack web — [gamedev.tv](#), Udemey, YouTube, official docs and source-reading.

Nov 2023 – Mar 2024

Northcoders

[Full-Stack Software Development Bootcamp](#) – [Software Engineering](#)

- Intensive, industry-focused bootcamp in full-stack JavaScript — clean code, problem-solving and agile collaboration.
- Frontend: React, JSX, CSS, responsive UI. Backend: Node.js, Express, PostgreSQL. Testing: TDD, Jest, Supertest; Git/GitHub and CI/CD fundamentals.
- Built a full capstone project end-to-end — database design and API through to UI and deployment — with daily pair programming and retrospectives.

Dec 2023 – Mar 2025

British Council — EnglishScore

[Professional English](#) – [Business & Workplace Communication](#)

- 3-month professional English course focused on real-life workplace communication, vocabulary and listening/reading.

Sep 2018 – Mar 2019

Hermods AB — Uppsala, Sweden

[Swedish for Immigrants \(SFI\)](#) – [Swedish Language, A1](#)

- SFI language course; achieved CEFR A1 in spoken and written Swedish — everyday communication, listening, reading and basic grammar.

Sep 2007 – Jun 2009

Dnipro Educational & Production Centre — Ukraine

[Vocational Qualification](#) – [Electrician-communicator](#)

- Vocational training in electrical systems and communication equipment — installation, maintenance and repair of low-voltage and signal-transmission systems.
- Built a strong technical foundation that later supported the move into software and digital technologies.

Feb 2008 – 2009

IT School of Basic Computer Knowledge — Synelnykove, Ukraine

[Certificate](#) – [HTML Layout & Basic Computer Literacy](#)

- Short-term IT course in basic computer skills, file systems and web layout with HTML — sparked my interest in web development.