

I help founders ship production AI — from architecture to first paying customers.

15+ years across distributed systems, machine learning, and engineering leadership. Founding CTO of a seed-funded fintech (Tekes/Business Finland), engineering lead behind the platform powering every PlayStation esports tournament (12M+ users at ESL FACEIT · Sony partnership), and architect of decision-support tools used at Harvard, UBC, and Auckland University.

WHAT I TAKE ON

Fractional / Embedded CTO Roadmap, architecture, hiring, and board-level technical narrative for founders before a full-time CTO hire.	AI Product Builds LLM, RAG, agentic workflows, evals, cost & latency tuning — prototype to production.	Technical Due Diligence Architecture review for investors and founders deciding whether to back, buy, or rebuild.
--	--	---

CORE SKILLS

Fractional CTO

AI & LLMs

Software Architecture

Technical Leadership

Machine Learning

Distributed Systems

Generative AI

RAG & Agents

AWS

Startups

STACK

Python

Scala

Go

TypeScript

PyTorch

TensorFlow

Spark

Kafka

PostgreSQL

Terraform

React

EDUCATION

PhD in Artificial Intelligence

Decision Analysis & Multi-Criteria

Decision Making

LANGUAGES

English · Professional

Russian · Native

SELECTED HIGHLIGHTS

- ▶ Scaled platform to 12M+ users at ESL FACEIT × Sony
- ▶ Founding CTO; closed Tekes seed round
- ▶ Tools used at Harvard, UBC, Auckland University
- ▶ Top-50 worldwide finalist, Google Android Developer Challenge 2008

EXPERIENCE

Chief Technology Officer · MoonTech

Jul 2025 – Present

Setting technical direction and building the founding engineering team for an early-stage venture. Owning architecture, hiring, and the first production AI features end-to-end.

Founder & Principal Consultant · Axonova Technologies

Apr 2024 – Present

Independent practice for fractional CTO engagements, AI product builds, and technical due diligence. Recent work spans LLM-powered ideation pipelines, retrieval systems, AI architecture reviews, and pre-investment technical assessments.

Tech Lead · ESL FACEIT Group

Feb 2021 – Mar 2024

Led the multi-country engineering team behind the distributed tournament platform powering every PlayStation-hosted esports tournament worldwide — 12M+ players, in direct partnership with Sony. Owned platform reliability, scaling, and roadmap delivery.
Scala, Go, Cats, Finagle, PostgreSQL, AWS, Terraform, TypeScript

Independent Consultant — AI & Software Architecture

Mar 2020 – Feb 2021

Designed an ML model for user-behavior similarity, powering a usability-analytics product. Advised on architecture and decision-analysis methods for software used at Harvard School of Public Health, UBC, Auckland University, and in commercial environmental-risk projects.

CTO & Lead AI Engineer · Fintech Startup (Helsinki)

Jan 2016 – Mar 2020

Founding CTO. Took the company from zero to a working deep-learning platform analysing news and social media for commercial signals. Work directly enabled the seed round from Tekes (Business Finland).
Scala, Python, Spark, Kafka, Akka, HBase, Solr, Cloudera, React

Postdoc Researcher / Lead AI Engineer · Aalto University School of Business

Oct 2013 – Jan 2016

Designed a distributed AI architecture modeling forest-growth dynamics to maximise forestry profitability across Finland. Built a prototype corn-market prediction model for Cargill (US grain markets).
PyTorch, TensorFlow, XGBoost, Keras, LSTM, CUDA, HPC / Slurm, Scala, AMPL

Co-founder & Engineering Manager · CodingAndroid

Sep 2008 – Oct 2013

Co-founded a product studio. Delivered the Sony Ericsson custom Android app store, pre-installed on every Sony Ericsson Android device sold in Russia. In-house game Beetaun was a Top-50 worldwide finalist in the inaugural Google Android Developer Challenge (2008).