

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

15+ years across distributed systems, artificial intelligence, 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 Development Building LLM, RAG and agent-based features — from prototype to a production system that scales.	Technical Due Diligence Architecture review for investors and founders deciding whether to back, buy, or rebuild.
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CORE SKILLS

Fractional CTO

AI & LLMs

Software Architecture

Technical Leadership

Machine Learning

Distributed Systems

Generative AI

RAG

AI Agents

AWS

GCP

Startups

STACK

Go

Python

Scala

Kafka

Apache Spark

PostgreSQL

Terraform

React

EDUCATION

PhD in Artificial Intelligence
& Multi-Criteria Decision Analysis

LANGUAGES

English · Professional
Russian · Native

SELECTED HIGHLIGHTS

- Scaled platform to 12M+ users at ESL FACEIT x Sony
- Secured ~\$400K in cloud & startup-program credits for a seed-stage venture
- Founding CTO; closed Tekes seed round
- Decision analysis tools used at Harvard, UBC, Auckland University
- Top-50 worldwide finalist, Google Android Developer Challenge 2008

Available now — taking on new engagements.

EXPERIENCE

Founder & Principal Consultant · Axonova Technologies

Apr 2024 – Present

Independent consulting practice across three directions: fractional and embedded CTO leadership; AI product development — LLM, RAG and agentic systems from prototype to production; and technical due diligence and architecture review. Engagements range from pre-seed startups to enterprise programmes in regulated and critical-infrastructure domains, across the GCC, EU, UK, and US.

Fractional CTO · MoonTech (via Axonova)

Jul 2025 – Jul 2026

Engaged by a seed-stage venture to modernise its technical foundation and build out the engineering organisation. Reviewed and fully rebuilt the cloud architecture, hired and onboarded the engineering team, established the engineering operating model, and set the 12-month technology roadmap. Secured ~\$400K in cloud and startup-program credits. Led recovery of production infrastructure after the loss of the UAE AWS availability zone.

Tech Lead · ESL FACEIT Group

Feb 2021 – Mar 2024

Led the multi-country team behind the tournament platform powering every PlayStation-hosted esports tournament worldwide — 12M+ players, direct Sony partnership. Owned reliability, scaling, and roadmap delivery.

Scala, Go, Cats, Finagle, PostgreSQL, AWS, Terraform, TypeScript

Independent Consultant — AI & Software Architecture

Mar 2020 – Feb 2021

ML model for user-behavior similarity powering a usability-analytics product. Architecture and decision-analysis advisory for software used at Harvard School of Public Health, UBC, and Auckland University.

CTO & Lead AI Engineer · Kontoor (fintech)

Jan 2016 – Mar 2020

Founding CTO. Zero to a working deep-learning platform analysing news and social media for commercial signals; 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

Distributed AI architecture modeling forest-growth dynamics to maximise forestry profitability across Finland. 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 project Beetaun: Top-50 worldwide finalist, inaugural Google Android Developer Challenge (2008).