Sergey Gritsyuk

Fractional CTO, AI engineering lead, PhD in AI

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Engineering leader with 15+ years in distributed systems and applied AI. Founding CTO of a seed-funded fintech (Tekes / Business Finland); tech lead at ESL FACEIT, the world's #1 esports company, on the platform behind every PlayStation-hosted tournament (12M+ players, in partnership with Sony); architect of decision-support software used at Harvard, UBC and the University of Auckland.

I now work with founders and investors as a fractional CTO, build LLM and agent-based products from prototype to production, and run technical due diligence.

What I take on

Fractional CTO. Roadmap, architecture, hiring and the technical story for the board, before a full-time CTO is in place.

AI products. LLM, RAG and agent features, from prototype to a production system.

Due diligence. Architecture review for investors and founders deciding whether to back, buy or rebuild.

Skills

Leadership: fractional CTO, software architecture, technical leadership, hiring

AI: machine learning, LLMs, generative AI, RAG, agents

Systems: distributed systems, AWS, GCP

Stack: Go, Python, Scala, Kafka, Spark, PostgreSQL, Terraform, React

Selected results

- Platform for 12M+ players at ESL FACEIT, with Sony
- About $400K in cloud and startup-programme credits for a seed-stage company
- Founding CTO; platform behind a Tekes seed round
- Decision-analysis software used at Harvard, UBC and the University of Auckland
- Top-50 worldwide, Google Android Developer Challenge 2008

Education

PhD in Artificial Intelligence and Multi-Criteria Decision Analysis

Languages

English, professional
Russian, native

Experience

Axonova Technologies, *founder and principal consultant* — Apr 2024 – present

Independent practice in three areas: fractional and embedded CTO work; AI product development (LLM, RAG and agent systems, taken from prototype to production); and technical due diligence and architecture review. Clients range from pre-seed startups to enterprise programmes in regulated and critical-infrastructure sectors across the GCC, EU, UK and US.

> **MoonTech**, *fractional CTO* — Jul 2025 – Jul 2026
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> Brought in by a seed-stage venture to rebuild its technical foundation and engineering team. Reviewed and rebuilt the cloud architecture, hired and onboarded the engineers, set up the engineering operating model and a 12-month technology roadmap. Secured about $400K in cloud and startup-programme credits. Led the recovery of production infrastructure after the loss of the AWS availability zone in the UAE.

ESL FACEIT Group, *tech lead* — Feb 2021 – Mar 2024

The world's #1 esports company. Led a multi-country team responsible for the tournament platform behind every PlayStation-hosted esports tournament worldwide: 12M+ players, run in direct partnership with Sony. Owned reliability, scaling and roadmap delivery.

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

Independent, *consultant in AI and software architecture* — Mar 2020 – Feb 2021

Built an ML model of user-behaviour similarity at the core of a usability-analytics product. Advised on architecture and decision-analysis methods for software used at the Harvard School of Public Health, UBC and the University of Auckland.

Kontoor (fintech), *CTO and lead AI engineer* — Jan 2016 – Mar 2020

Founding CTO. Took the company from zero to a working deep-learning platform that analysed news and social media for commercial signals; the platform directly enabled the seed round from Tekes (Business Finland).

Scala, Python, Spark, Kafka, Akka, HBase, Solr, Cloudera, React

Aalto University School of Business, *postdoc, lead AI engineer* — Oct 2013 – Jan 2016

Designed a distributed AI system modelling 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

CodingAndroid, *co-founder and engineering manager* — Sep 2008 – Oct 2013

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