

Yurii Dobrushyn

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TECHNICAL SKILLS

Backend & Languages: Python (FastAPI), C# (.NET 8, ASP.NET Core), Node.js (NestJS, Express), TypeScript
AI, LLM & Automation: OpenAI API, Ollama, LangChain, LlamaIndex, PydanticAI, RAG Systems, n8n
Classic ML & Data Analysis: scikit-learn, pandas, NumPy, Regression/Classification Algorithms
Architecture & API: Microservices, Event-Driven Architecture, Structured JSON, RESTful APIs, gRPC
Databases & Vector DBs: PostgreSQL, Redis, Pinecone, Milvus, Prisma, SQLAlchemy
DevOps & MLOps: Docker, CI/CD (GitHub Actions), MLflow, W&B, Cloudflare Ecosystem, RabbitMQ

PROFESSIONAL EXPERIENCE

Independent Contractor (NDA & Private Clients)

Remote

AI Integration & Backend Engineer

Jun 2024 – Present

- Architected end-to-end AI-powered B2B systems (OpenAI API, LangChain) for internal processes, effectively transforming business requests into scalable LLM architectures.
- Developed an automated AI documentation workflow for a medical client, significantly optimizing data entry and reducing staff routine documentation time by 40%.
- Designed robust data validation layers parsing speech into structured, deterministic JSON templates to strictly control LLM outputs and mitigate hallucinations.
- Integrated Vector Databases (Pinecone, Milvus) and embedding processes to ensure context-aware data retrieval and fast decision-making logic for AI agents.
- Engineered highly scalable microservices (Node.js, Python, PostgreSQL) with strict Role-Based Access Control (RBAC) and dynamic rate-limiting.
- Built robust PostgreSQL architectures and asynchronous content distribution pipelines, reliably processing 100+ concurrent data sources.

FEATURED ENGINEERING PROJECTS

Endless GM v2 | C#, LLM API, Event-Driven Architecture, Cloudflare R2

- Architected an AI-driven RPG engine using an EventBus pattern to decouple game logic and dynamic world generation.
- Developed a custom streaming JSON parser to process Gemini and Ollama responses for real-time narrative and NPC state management.
- Engineered an asynchronous pipeline storing thousands of dynamically tagged assets in Cloudflare R2 for context-aware fetching via Light RAG integration.

Plot Architect | C#, Graph Architecture, Data Serialization

- Built a visual node-based editor for complex logic routing and non-linear functional flow in narrative engines.
- Developed robust serialization pipelines to export node layouts and graph architecture into lightweight, deterministic JSON formats.

Scout Bot (Automation) | Python, API Integrations, Async Processing

- Developed a fully automated Telegram bot to streamline content curation and asynchronous delivery for social media managers.
- Implemented automated data scraping pipelines and API integrations to aggregate news sources efficiently.

EDUCATION

State University of Information and Communication Technologies

Master in Information Systems and Technologies

Kyiv, Ukraine

Sep 2024 – Feb 2026

State University of Information and Communication Technologies

Bachelor in Information Systems and Technologies

Kyiv, Ukraine

Sep 2020 – Jun 2024