

# Alex Kostyniuk

PHONE:  
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LOCATION: STOCKHOLM, SWEDEN

PRODUCT ENGINEER | TEAM LEAD @ AMFG

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Product Engineer focused on solving customer problems. Spending a lot of time discussing solutions with Business and UI design teams to deliver the best outcome. Having a lot of fun orchestrating AI agents to both write and review code, drastically improving my performance and the quality of code I produce. Learning new technologies, trying to get better each day

## EXPERIENCE

May 2025 - Present

### AMFG | Team Lead

- Leading architecture and delivery across frontend modernization, backend platform work, performance improvements, and team-wide developer experience initiatives while managing a team of 2-3 engineers.
- Led migration from Kendo to shadcn/ui and Tailwind CSS, improving iteration speed, developer experience, and UI consistency.
- Built a 3D model similarity engine using cosine similarity, vector embeddings, and pgvector in PostgreSQL.

May 2023 - April 2025

### AMFG | Senior Fullstack Software Engineer

- Led team-wide adoption of AI-assisted engineering workflows, frontend modernization, and internal platform initiatives.
- Architected a sandboxed scripting environment for customer Python and JavaScript automation against the platform API.
- Conducted 50+ engineering interviews and helped shape team growth and hiring standards.

December 2021 - May 2023

### AMFG | Middle Fullstack Software Engineer

- Built a custom Gantt timeline with drag-and-drop task management, zoom levels, real-time sync, and conflict detection.
- Worked on a large workflow automation system supporting event triggers and 10+ follow-up actions across email, push, and status changes.

October 2020 - November 2021

### AMFG | Junior Fullstack Software Engineer

- Adjusting to full-time engineering work while balancing university and building communication skills.

## PROJECTS

01	<b>GLASSCN</b> SHADCN/UI, GLASSMORPHISM, COMPONENT LIBRARY	A library of Apple-like glass components for shadcn/ui, with 20+ glass-styled primitives, 5 glass effect variants for dark and light themes, clear surfaces, and SVG-based physical refraction for realistic light bending through thick glass.
02	<b>MELLOW LINES</b> CANVAS, SHIKI, FFMPEG WASM	A code animation studio that turns code snippets into cinematic videos entirely in the browser.
03	<b>MELLOW FMT</b> TANSTACK START, FORMATTING TOOL	An interactive playground for exploring and comparing Prettier and Oxfmt formatting options.
04	<b>ALEX POSTS</b> TECHNICAL WRITING, POSTGRESQL, REACT, NODE, JAVASCRIPT	A technical blog with deep dives into database internals, React mechanics, and JavaScript tooling.

## PEOPLE & COMPANIES I LOOK UP TO

Theo · Tanner Linsley · Guillermo Rauch · Lee Robinson · OrcDev · shadcn · Vercel · PlanetScale · Cursor · Lovable

## TECHNICAL TASTE

TypeScript, Next.js, Bun, Vercel, TanStack, Drizzle, shadcn/ui, OpenAI, T3 Code

## ADDITIONAL INFO

I like to create beautiful UIs, like to dress well, and like NBA and football. I'm a big dog lover - have one myself, named Theo. I used to run a lot, and had run a half-marathon back in the day. Trying to be happy and make people around me happy too.

## KEY SKILLS & TOOLS

Languages: TypeScript, JavaScript, SQL  
Frontend: React, all Tanstack, Next.js, Tailwind CSS, shadcn/ui  
Backend: Node.js, Bun, PostgreSQL  
Tooling: oxc

## PORTFOLIO QR CODE



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## EDUCATION & CERTIFICATIONS

National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute"  
Faculty of Informatics and Computer Engineering  
Bachelor Degree, Computer Engineering, 2017 - 2021