Viktor Jamrich

Senior Full-Product Engineer | Backend, Frontend, Cloud Infrastructure & Agentic AI



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35 y.o.

male

Remote / hybrid only; on-site visits possible by arrangement

Freelance / B2B, EU VAT-compatible invoicing

LANGUAGES

English
Fluent Business & Tech Level

French
Proficient Reading Level

German
Basic Reading Level

Slovak
Native

Czech
Fluent Business & Tech Level

Viktor Jamrich

Bratislava,, 17.11.2026

I'm not the cheapest engineer here, and that's the point.

Writing production software since 2011, freelancing since 2013.

Now building AI and agentic systems that survive real users instead of dying as demos.

You get work that doesn't need redoing, architecture decisions that save you money downstream, and an honest read on what's actually worth building.

If price isn't the only thing that matters, text me on WhatsApp with the outcome you're trying to achieve, and we'll find out quickly whether I'm currently available and the right fit for your project.

SKILLS

Backend: PHP 8 and Laravel at expert level. | Queue and worker architectures, well-designed *scalable* APIs, and services that stay fast as traffic and data grow — so the product holds up instead of needing a rewrite a year in.

Frontend: React and Vue for stateful, data-dense interfaces: live dashboards, map rendering, streaming updates and playback — not static pages. | Built as part of the same system as the backend, so you get one person accountable for the whole feature.

Data: PostgreSQL for classic relational data, TimescaleDB for time-series and heavy writes, Redis/Valkey for caching and real-time state. | The right technology per workload instead of one database bent to fit everything. | The real work is in the design — schema, indexing and queries tuned to how the data is actually used — which is the difference between a system that stays fast as it grows and one that chokes fast with only a few clients.

Infrastructure, Cloud & DevOps: Container orchestration with Docker and Kubernetes, infrastructure-as-code with Ansible, CI/CD with automated testing, on DigitalOcean (expert) and AWS. | I own the production side most developers avoid — uptime, scaling and cloud cost — so what I build also stays up, scales cleanly, and doesn't quietly run up a bill nobody's watching.

AI & Agentic: The core of my current work, all of it aimed at production: agent orchestration, LLM integration wired into real business logic, retrieval and tool-use, and hard control over token spend and latency — the things that decide whether an agent is genuinely viable or just an expensive toy. | I also move teams onto AI-native workflows (Cursor / Claude Code) with the testing and guardrails that make agent-assisted development safe to ship — faster output without the quality falling through the floor.

TECH STACK

PHP, Ubuntu (Operating System), Cloud Engineering, Linux, DevOps, Python (Programming Language), Laravel, Message Queuing Telemetry Transport (MQTT), Node.js, Ansible, Systems Design, TCP/IP, PyTorch, Docker Swarm, React.js, PHPUnit, Vue.js, Infrastructure as Code (IaC), Backend, Backend Programming, Kubernetes, Full Stack Development, Front End Software Development, Docker, PostgreSQL, TimescaleDB, MySQL, MongoDB, Redis, Valkey, VPS, VPC, AWS, DigitalOcean, Terraform, CI/CD, Harness, AI agents, LLM integration, OpenAI, Anthropic, Llama, Claude Code, Cursor, Real-time systems, IoT backends

ADDITIONAL SKILLS

Technical Leadership
I set architecture, CI/CD and development workflow for small senior teams, train developers (including onto AI-native tooling), and act as the technical gatekeeper who vetoes insecure or costly-to-maintain directions before they ship — so the expensive mistakes get caught in review, not in production.

Business Judgement
I read every project in cost, ROI, speed and risk, and lock the outcome you're actually buying before any code is written — so the work moves the number you care about instead of producing features nobody needed.

End-To-End System Design
I design whole systems, not isolated parts: how frontend, backend, data, infrastructure and (where relevant) devices fit together and hold up under real load — so there are no weak seams between components that only surface once you're live.

Technical Cost & ROI Consulting
I find where the money actually goes — cloud spend, token and compute cost, wasteful architecture — and tell you straight what's worth fixing, building, or dropping, including when the honest answer is "don't build it."

PROFESSIONAL EXPERIENCE

B2B SaaS company
Senior Backend & AI Engineer — Agentic Systems
03/2026 – 07/2026 | EU

- Built the backend and agent-orchestration logic for an AI-agentic SaaS product, architected for horizontal scale.
- Optimized cloud and LLM-token cost — agents are RAM- and token-hungry, so every euro saved dropped straight into the margin.
- Re-architected the whole application from a single server allowing it to serve only 50 clients into a fully scalable cluster with massive available scale.
- Created complete scalable infrastructure based on Kubernetes from scratch, allowing the app to scale massively.

Self-Employed
Founder & Full-Product Engineer — Remoted (GPS / IoT fleet & asset tracking)
05/2023 – 12/2025 | Slovakia, EU

- Built an entire real-time GPS asset/vehicle-tracking platform end to end, solo — hardware, firmware, backend, frontend and infrastructure.

- Backend ingests high-rate telemetry from hundreds of IoT devices in real time; Laravel · PostgreSQL · MongoDB · Redis on a scalable Kubernetes cluster, with a containerized React frontend.
- Designed the tracking hardware from scratch — schematics and PCB layout through four fabricated board revisions, post-assembly signal-integrity checks, and validation on real road drives.
- Wrote the device firmware in C++ streaming live telemetry to the backend — delivering the full stack from silicon to UI.

B2B SaaS company
Tech Lead — Backend & DevOps
03/2023 – 12/2025 | EU

- Owned architecture, the Laravel backend, and the entire infrastructure — CI/CD, branching, workflow — so the platform ran reliably and the team could focus on shipping.
- Consolidated 10 separate VPS servers into one unified Kubernetes cluster, making the product easy to scale and fast to onboard new clients.
- Engineered the cloud to hold a strict B2B SLA at 250,000 monthly active users
- Made sure the whole system — consisting of 5 separate products, was reliable and easily maintainable and extendable
- Led and trained a 7-developer team, transforming it to AI-native development (Cursor): rebuilt CI/CD, added automated testing, set agent rulebooks — more shipped per month, at lower cost, no new hires.
- Acted as technical gatekeeper, vetoing insecure or unsound directions to protect the owners and the platform.

B2B SaaS company
Technical Consultant & Advisor
04/2016 – present | Switzerland

- 10+ years advising a Swiss client on the architecture and evolution of a B2B SaaS platform — an ongoing engagement.

Self-Employed
Founder & Full-Product Engineer
01/2024 – present | EU

- Design, build, ship and operate complete SaaS products end to end — backend, frontend, cloud infrastructure, and hardware/firmware where needed. Selected:
- **Heapwatch** — crash-analytics SaaS for embedded (ESP32) development teams.
- **Gingie** — AI-powered cashflow-visibility and document-processing SaaS for SMEs.
- **Cocopay** — self-built payment & invoicing SaaS; ran in production across my own businesses from 2014 to 2023, collecting card and recurring payments and issuing invoices automatically, until Stripe made maintaining it unnecessary.

- Also: Clarity (small-business BI with cross-device event stitching + Facebook Ads / bank-API ingestion), Chilleco Titan (invoice-intake automation for accountants), and a fitness-business platform with card-on-file recurring billing — no cash, no POS, clients onboarded by a payment link — which stabilized the studio's cashflow.

B2B Medical-Tech Client
Software Engineer — Real-Time Control Systems
01/2013 – 12/2014 | EU

- Designed and built the complete system for a radiotherapy device according client's specifications — the desktop UI client and the entire backend — driving an industrial FANUC robot arm that carried the radiation source to irradiate precisely along a patient's body.
- Guaranteed flawless, safety-critical operation under hard real-time constraints (sub-15ms control latency): a crash or stall while the source is live on a patient is simply not an option.

International Video Game Studio
3D Graphics Engineer — C++ / DirectX 11
03/2014 – 05/2014 | Miami, US

- Built a 3D rendering engine framework from scratch for an international client — no engine, no framework, no AI: shadows, reflections, terrain, textured and bump-mapped surfaces, water reflection and refraction, and FBX skeletal animation with bone skinning.
- Have built rendering engines from scratch since my teens — two complete engines (vector/matrix math, fixed-function then DirectX 9 shaders) before affordable commercial engines existed.

Various Clients (Freelance)
Freelance Full-Stack & Desktop Developer
01/2011 – 12/2019

- 30+ small-business websites and web apps; custom desktop/LAN applications including warehouse-inventory systems (.NET).
- Unity 3D work — an interactive 3D trade-show presentation system (replacing slide decks) for a B2B client, plus contributions augmenting a studio team on a released mobile game.
- Full-stack web across PHP/Laravel, JavaScript, and SQL/NoSQL data layers.

Voice-Biometrics Company
Junior C++ Developer — Speaker Recognition
01/2011 – 12/2012 | EU

- Built components of a speaker-recognition (voice-biometrics) system in C++, years before modern AI/LLMs existed — it took a voiceprint plus recordings and returned confidence scores for which speakers were present.

- The platform was deployed internationally by enterprise and security/intelligence organizations.

REFERENCES / PORTFOLIO

Remoted — real-time GPS / IoT asset & vehicle tracking
Full stack from silicon to UI:
- custom hardware device (schematic + PCB, four fab revisions, signal-integrity checks, road-tested)
- C++ firmware
- real-time backend ingesting telemetry from devices
- frontend with live map + playback.

Laravel, PostgreSQL/TimescaleDB, MongoDB, Redis, React, running on Kubernetes cluster.

Heapwatch — crash analytics for embedded (ESP32) teams
Development-time crash/heap observability for firmware developers — captures faults on the device and surfaces them in a web frontend with dashboards.

Gingie — AI cashflow & document processing for SMEs
AI pipeline that ingests messy real-world business documents and turns them into cashflow visibility for SME owner-operators.

Cocopay — payment processing & recurring billing
Card payments, subscription-style recurring billing, automated PDF invoicing — built before Stripe was localized for Slovakia.

Ran in production 2014–2023 collecting real money across multiple businesses.

Retired in 2023 when Stripe made maintenance and system upgrades pointless.

Clarity — small-business BI / analytics
Ingests events via API and web pixel, stitches the same visitor across devices for accurate attribution, pulls Facebook Ads + bank APIs + Cocopay data, and renders KPI dashboards.