Sukhrob Ilyosbekov

Senior Software Engineer · Full-Stack

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SUMMARY

Most of my work is web and SaaS products in .NET and TypeScript. I like owning a feature from the schema to the screen and sticking with it after launch, since that's when you find out how people really use it. I also build things on my own time, and a few of those side projects are now live products with real users, so I also handle what comes after the code, like hosting, payments, and keeping them running.

TECHNICAL SKILLS

Languages: C#, TypeScript, Python, C++, Kotlin, JavaScript

Backend: ASP.NET Core, EF Core, SignalR, MediatR, Node.js, NestJS, ElysiaJS, Bun, FastAPI

Frontend & Mobile: React, Next.js, Angular, Blazor, Tailwind CSS, Kotlin Multiplatform, .NET MAUI, React Native

Data: PostgreSQL, SQL Server, MongoDB, Redis, DynamoDB, Firebase, Prisma

AI/ML: PyTorch, TensorFlow, OpenCV, YOLO, Claude/GPT/DeepSeek APIs, MCP, tool-use agents

Game Dev: Unity, Godot, PhaserJS, Colyseus, Metamod:Source 2

Cloud & DevOps: AWS (Amplify, S3, Lambda, Cognito), Azure, Cloudflare, Docker, Kubernetes, GitHub Actions

EDUCATION

Northeastern University **Jan 2024 – May 2026**

M.S. in Computer Science, GPA 4.0

Boston, MA

Suffolk University **Sep 2021 – May 2023**

B.S. in Computer Science, Cum Laude

Boston, MA

EXPERIENCE

EmTech Care Labs **Jan 2025 – Present**

Software Engineer *Portland, ME*

- Lead engineer on a HIPAA-compliant Alzheimer's care app on AWS. More than 200 caregivers and patients use it for messaging, push notifications, and shared care plans.
- Merged three web and mobile codebases into one TypeScript monorepo with a shared component library.
- Built the security layer (encrypted patient data, audit logs, role-based access). An outside HIPAA readiness review found no critical issues.
- Plan features with clinicians, and shipped the six-month roadmap solo. Also mentor two junior engineers.

AllFactors **Oct 2021 – Dec 2024**

Software Engineer *Santa Clara, CA*

- Moved a legacy ASP.NET Web Forms real-estate analytics app to Blazor WebAssembly. Page loads got about twice as fast.
- Built the live market-data feed on SignalR and SQL Server change tracking, which pushed updates to hundreds of concurrent users in under a second.
- Wrote the Blazor component library behind every dashboard (grids, charts, filters) and the tests that cover it.

Smart Meal Service **Sep 2020 – Jul 2021**

Software Engineer *Russia*

- Wrote the C# software that ran a self-service food kiosk and a robotic cashier, including the payment-terminal and hardware protocols.
- Built the customer ordering app in Xamarin and the admin dashboard in ASP.NET Core and Angular.
- Added a hardware abstraction layer so one codebase covered all three machine models, and automated routing of orders to kitchen stations.

Pentalight Technology **Mar 2020 – Feb 2021**

Game Developer *Malaysia*

- Built multiplayer networking, spatial audio, and hand tracking for a VR smart-city simulation in Unity, plus a desktop client for spectators without a headset.
- Automated the art pipeline (model import, LOD generation, lighting bakes). Scene builds that took hours of hands-on work became jobs an artist could start and leave.

PROJECTS

LogisticsX logisticsx.app

.NET 10, EF Core, MediatR, SignalR, Angular 21, Kotlin Multiplatform, PostgreSQL, multi-provider LLMs, Stripe, Docker

- Trucking management system with an AI dispatcher built on tool-calling LLMs from several providers. It matches loads to trucks, checks federal hours-of-service rules, and plans multi-stop routes.
- A multi-tenant .NET backend serves four web portals (admin, dispatcher, customer, broker) and an Android/iOS driver app.
- Integrates with DAT, Truckstop, Samsara, and Motive; payouts go through Stripe.

Meat.gg meat.gg

ElysiaJS, Next.js, PostgreSQL, Prisma, Bun, C++23, Metamod:Source 2, Docker, Stripe

- Community site for Counter-Strike 2 servers with 50K+ registered users. Players get profiles, friends, messaging, and a cosmetics shop on Stripe.
- Wrote a native C++ plugin (Metamod:Source 2) that connects live game servers to the web backend, so admins can ban, review reports, and moderate from inside the game.

OGStack ogstack.dev

Next.js 16, ElysiaJS, Bun, PostgreSQL, Prisma, Satori, Cloudflare R2, Stripe, Docker

- Add one line of markup and OGStack renders the social-share image for your page. Served 10K+ images from Cloudflare R2 during beta.
- Claude, GPT, and DeepSeek read the page's branding and generate a background; Satori renders the image.

DepVault depvault.com

Next.js, ElysiaJS, PostgreSQL, Prisma, Bun, .NET AOT CLI, Docker

- Scans dependencies for known vulnerabilities in eight ecosystems, including npm, PyPI, NuGet, Cargo, and Maven. A project with 1,000+ dependencies takes seconds.
- Doubles as an encrypted secrets vault; a .NET AOT CLI injects tokens into CI/CD pipelines.

MelanomaNet

PyTorch, EfficientNet V2, GradCAM++, OpenCV, ISIC 2019

- Skin-lesion classifier (EfficientNet V2, nine classes, 0.86 weighted F1) whose GradCAM++ heatmaps are tied to the ABCDE checklist dermatologists use. Preprint on arXiv.

BEFORE THAT

Freelance .NET and Python NLP work **2019 – 2020**

Game developer **2016 – 2019**

EC Dev Team, Uzbekistan

- Led an RTS mod on Paradox's Clausewitz engine