



IVAN NOVIKOV

SENIOR FULL-STACK SOFTWARE ENGINEER
JavaScript / TypeScript / React.js / Next.js

Email: illinifellow@gmail.com

WhatsApp: [+380970730977](https://wa.me/380970730977)

Telegram: t.me/illinifellow

Website: illinifellow.com

HIGHLIGHTS

- ★ **Built and shipped FDA 510(k)-cleared AI for spine MRI**, in clinical use by 300+ US radiologists
- ★ **10+ years shipping production software**, taking startup products from zero to one — solo, fast, end-to-end with full ownership
- ★ **Generalist** who owns the full-stack — product analysis, wireframing and docs, specs and design, architecture and integration, UIs and microservices, backends and DBs, code review, testing and scaling
- ★ **Builder of custom solutions** where off-the-shelf doesn't exist or doesn't fit — one-off tools, novel UIs, reverse-engineered work
- ★ **AI-native engineer** who runs agentic systems across spec, design, code review and testing, with hand-written code where it counts

PROFESSIONAL SUMMARY

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor — still reading? Then here's the actual version. Senior full-stack engineer with ten years of shipping production software in startups of every shape and size, the last five at a healthcare AI company as the only JavaScript developer on a 20-person team. Deep across the modern web stack, with a real specialty in interfaces and information design and a daily working knowledge of the modern AI toolchain. Equally productive owning a product end to end, leading a small team when needed, or as part of a larger engineering team. Sharpest on the problems where no one's done it before.

RECENT FEATURED EXPERIENCE



[Remedy Logic LLC, USA](#)

Senior Full-Stack Software Engineer
Since June 2020

Remedy Logic builds AI co-pilots for spine MRI interpretation. The flagship product, RAI, is FDA 510(k)-cleared, trained on millions of MRI studies, and in daily clinical use across the US and EU through direct deployments and partnerships with major PACS platforms.

I joined as one of the earliest engineers and have been the only JavaScript developer in a ~20-person team of analysts, ML engineers, radiologists and integration specialists ever since — effectively the engineering team for everything users actually see and interact with:

- **Growth and go-to-market projects.** I've handled most of the company's outward-facing surface from day one — landing pages, marketing materials, sales demos and product showcases for conferences and trade shows, plus the rapid hypothesis-testing work it took to find the company's niche in the early years.
- **Patient-side products.** A patient questionnaire system that drives the company's statistical diagnostic model, giving patients an end-to-end path to a diagnosis and treatment recommendations without ever needing an MRI; the second-opinion flow for spine patients on top of that; and a clinic-side patient triage dashboard for large facilities — ranking patients by severity and helping managers, medical staff and surgeons plan caseloads, treatment paths and surgical schedules with AI-assisted analysis of patient histories.
- **Radiologist-side products.** The flagship reading tool, a fast **preliminary-report builder** paired with a full DICOM viewer surfacing RAI findings inline. A **custom MRI viewer** with full scroll, sync, zoom, measurement and overlay support, built from scratch, used for demos. A custom **extension for the open-source OHIF viewer** that brings RAI's pipeline and findings into third-party radiology workflows. And the **Secondary Capture** packaging RAI's findings (vertebral segmentation, herniation masks, degenerative changes, anomaly measurements, etc.) into the kind of compact image overlays that fit naturally into a radiologist's existing workflow, as a true co-pilot.



[Placense, Israel](#)

Lead Software Engineer
April 2019 — June 2020

Placense (also known as Placesence) is a big-data startup turning anonymized mobile location signals into commercial insights for real-estate investment, retail planning and marketing.

I led the frontend, owned the design system, and built the customer-facing analytics dashboard from the ground up — interactive D3.js visualizations layered over MapboxGL, performant on heavy geospatial datasets, with the analytical workflows shaped together with the data team. The dashboard became the company's main commercial surface and the leading product.



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BRIGHTGROVE

[Brightgrove Ltd., Ukraine](#)

Senior Frontend Software Engineer

September 2018 – April 2019

Senior frontend engineer outstaffed to several international clients of Brightgrove in parallel:

- **US streaming TV** platform with multi-million-user audience. Built and shipped features for the video player and content-discovery surfaces — channel guide, browsers and search flows.
- **Analytics platform** for data scientists. Refined the UIs of a large SaaS application that lets users build, share and reuse complex analytical data-driven workflows. Made data-management flows more transparent and navigable and simplified UI for working with large query results.

COMBO21

[Combo21, Ukraine](#)

Lead Software Engineer

February 2018 – September 2018

Combo21 was a small studio delivering web products for a portfolio of international clients.

Led a team of frontend and full-stack engineers, handled direct client communication, and ran day-to-day delivery across several parallel projects — a full-size dating platform, a major site-builder service, and admin panels for several online gaming platforms. Most of these arrived in a fragile, partially-shipped state from previous teams. The work was a mix of refactoring legacy React code, stabilizing flaky parts of the stack, and shipping the features clients had been waiting on..



PLARIUM

[Plarium Global Ltd., Ukraine](#)

Lead Frontend Software Engineer

August 2013 – February 2018

Lead frontend engineer at Plarium, one of the largest game development studios in Eastern Europe (Raid: Shadow Legends, Vikings: War of Clans, and others).

Led a team of 7 frontend and full-stack engineers, owning architecture, delivery, and the introduction of new tooling across the company's external web surface and internal products. The scope ranged from game community portals and integrations with third-party game developers worldwide, to internal HR/PR social tools, the main corporate sites and marketing mailing service, and a continuous stream of campaign landing pages built around KPI optimization.

THE TOOLKIT

I use **TypeScript** across the modern **React** and **Next.js** ecosystem, with **Node.js** on the back, and **bits of Python** to maintain existing codebases. As a generalist, I'm comfortable end to end on what surrounds that — architecture, API design, auth, real-time, i18n and a11y, performance, databases, microservices, queues, and the observability that actually helps when something breaks at 2am.

Cloud-wise I'd call myself an experienced user rather than the owner — paired for years with a seasoned DevOps engineer, so my hands-on with cloud providers and the tooling around Docker and CI/CD is solid but not my deepest claim. At home in the documentation of large API ecosystems and the long-tail third-party services real products need.

Visual work is a passion: interfaces, data visualization, infographics, mapping and motion — from low-level Canvas and WebGL up to whatever library fits the task, with a design instinct that lets me work fluently between figmas and vsodes.

Agentic AI is my co-pilot and a part of my daily engineering process — documentation, design exploration, refactoring, code review, testing. I've spent enough time on it to have real opinions about where each tool helps and where it adds noise.

Mobile and desktop apps when needed, through cross-platform stacks like React Native and Electron, plus less-common areas — DICOM and medical imaging, healthcare protocols, real-time video pipelines, extensions to whatever you name.

Written-first communication, bias toward shipping over polishing with the taste to know which corners not to cut, honest about my own limits, comfortable in ambiguity. The kind of breadth a small team gets when they hire one engineer instead of three.

PUBLICATIONS



World Neurosurgery · [Volume 181](#) · Co-author
January 2024, Pages e953-e962 · ["An Artificial Intelligence-Based Support Tool for Lumbar Spinal Stenosis Diagnosis from Self-Reported History Questionnaire"](#)

LINKS

<https://github.com/illinifellow>

<https://www.linkedin.com/in/illinifellow/>

<https://orcid.org/0009-0001-3118-2842>

ACADEMIC QUALIFICATIONS

Karazin Kharkiv National University,
BSc Computer Science & Information Technologies, 2012

PERSONAL

Married, father of three, farm owner and horse rider, licensed general aviation pilot, multi-instrumentalist musician, former co-founder, editor and live-stream engineer at a video production company.

Occasionally volunteering remotely for non-profit charity organizations in Ukraine, engaged in medical, humanitarian and military projects including IT work for military efforts.

Based in the EU, running a private firm, open for business trips anytime anywhere, ready to relocate, flexible in any dimension.