

Chad Koslovsky

Product Engineer | Full Stack Lead | Founder

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SUMMARY

I am a product engineer and founder who has spent 15+ years building software and systems around hard-to-define product problems, taking them from conversation to production. Technomancy IT grew from freelance work into a small technical shop: I earned Upwork's Top Rated badge and ranked among its top 10% of freelancers, then built a referral-based practice serving crypto, security, web application, and SaaS teams. In most engagements I was the only engineer or the lead engineer, owning discovery, architecture, implementation, infrastructure, security, deployment, and the less glamorous work after launch. I helped teams ship products and fundraising systems used in raises totaling millions of dollars, and built and managed smart contracts that held millions in value. I am now looking to bring that range back to a strong product or engineering team, alongside people whose judgment and craft make the whole group better.

CORE SKILLS

Product Engineering: React, Vue, Next.js, TypeScript, Node.js, Rust, PostgreSQL, Redis, REST/GraphQL, WebSockets, authentication, payments, admin systems

AI and Automation: retrieval, embeddings, LangChain, vector databases, structured outputs, classification, tool orchestration, natural-language interfaces, evaluation, GPU-accelerated inference, workflow automation

Operations and Integrations: scheduling, email triage, support, CRM, ticketing, dashboards, analytics, notifications, approvals, stakeholder discovery

Systems and Delivery: Linux, AWS, Kubernetes, Docker, Terraform, Ansible, CI/CD, Nginx, networking, observability, security, backup, disaster recovery

PROFESSIONAL EXPERIENCE

Technomancy IT LLC - Founder / Product Engineer / Systems Lead

2015-Present

- Founded Technomancy IT as a freelance engineering practice that grew into a small technical shop; earned Upwork's Top Rated badge and ranked among its top 10% of freelancers before building a referral-based client base across crypto, security, web applications, and SaaS.
- Usually served as the only engineer or lead engineer, owning discovery, architecture, product development, infrastructure, security, deployment, and ongoing operations. Helped teams ship products and fundraising systems used in raises totaling millions of dollars, and built and managed smart contracts and on-chain systems that held millions in value.
- Managed Excell Services' complete IT function: rebuilt on-site servers, negotiated fiber that saved thousands, added multi-site recovery and wireless links, supported roughly 30 employees, and migrated the business without interruption.
- Operated from Wray, Colorado for three years and became a go-to technology resource across the town; built Blade Construction's custom ticketing/CRM workflow and managed client software, hardware, networking, and IT. Continued partnering with crypto and creative teams on games, marketplaces, art and NFT products, launch systems, and production operations.

Front Range Internet - Senior Systems Engineer / Datacenter Architect

2015-2019

- Led end-to-end technical readiness and infrastructure remediation for annual SOC 1 and SOC 2 audits under SSAE 18 at a 30,000-square-foot commercial data center in Fort Collins serving enterprise clients, maintaining compliance. Served as the primary technical point of contact for external auditors, translating infrastructure architecture, access controls, and failover protocols into audit artifacts.
- Owned disaster recovery and backup verification protocols, including automated testing schedules, and drafted and enforced engineering SOPs aligned with audit control objectives; the organization passed every year I led the process.
- Led the NOC team and served as the primary on-call engineer for escalations, designing and managing monitoring systems. Migrated legacy monitoring from Nagios to Zabbix through a multi-step cutover that included a severely unhealthy legacy database environment costing roughly \$10,000 per month in AWS charges; also modernized workloads into Docker, Swarm, and Kubernetes and codified infrastructure with Terraform, Ansible, and CI/CD.

Office Evolution - Systems / Software Engineer

2013-2014

- Built SQL/MongoDB internal applications connecting CRM, provisioning, onboarding, and service operations while designing and supporting IT architecture across multiple locations and client environments.

PlumChoice / Everon - Network Engineer

2011-2013

- Operated SMB networks and managed IT across monitoring, incident response, endpoint support, diagnostics, and automation.

IBM - Infrastructure and Systems Focal

2009-2011

- Infrastructure focal for environments serving millions of users, including Best Buy, Amtrak, and USPS; automated audit, backup, and compliance workflows and managed virtualization and hosted desktop platforms.

PRODUCT & ENGINEERING WORK

Technomancy.IT - Client Operations Platform

The client-facing product and operating layer of the small technical shop I grew from freelance work. Designed and built with Next.js, TypeScript, PostgreSQL, and containers across CRM, support, scheduling, browser meetings, billing, analytics, infrastructure telemetry, and AI-assisted workflows.

KTHX.fun / Ricoshot - Complete Arcade Product and Game

Designed and built the entire KTHX.fun product, with Ricoshot as its only game: the brand and landing experience, arena browser, game frontend, multiplayer services, mass matches, bots, tutorials, rankings, cabinet shopping, wallet flows, onchain radio, and a deterministic C++20/WebAssembly engine using fixed ticks, replayable inputs, checkpoint validation, and verifiable mechanics.

Velatis and Velatis Charts

Product engineering and AI automation for a private research platform, plus an open-source stateless chart engine with typed APIs and deterministic URLs.

Agorix, Proofmark, and Foundation Archive - Open Source

Built decentralized marketplace, document-signing, audit, Rust, and IPFS recovery systems across Bitcoin, Ethereum, Solana, Next.js, PostgreSQL, and tRPC.

TokenGators, Bitlectro Labs, Dreamloops, The Dreamers, WolfGame, Quadrillion, The Gardens, and IRLAlpha

Worked with DreamWorks Animation creative leadership, Bitlectro Labs, and members of STRFKR across web apps, games, generative art, smart contracts, and launches.

NuPrice - Acquired Amazon Operations SaaS

Built marketplace ingestion, repricing automation, analytics, CMS, subscriptions, and in-app support. Solved gaps competing tools did not and was acquired.

MinePocket - Minecraft Mobile Connectivity

Built and operated one of the earliest live Minecraft: Pocket Edition online communities before native internet multiplayer. Productized a virtual-LAN path using a home-computer proxy to relay the LAN-only mobile client to hosted servers, proving technical viability and player demand before native support. Grew by thousands of members per day at peak to roughly 250,000 members. Mojang CEO Carl Manneh later asked us to stop only the unofficial connector because Mojang was adding WAN support directly to the client; the server software and community could continue without it.

PUBLIC LINK KEY

Resume Site: <https://chad.koslovsky.xyz>

Resume PDF: <https://chad.koslovsky.xyz/resume/chad-koslovsky-resume.pdf>

LinkedIn: <https://www.linkedin.com/in/chadkoslovsky>

GitHub: <https://github.com/Ravonus>

Technomancy.IT: <https://technomancy.it>

KTHX.fun / Ricoshot: <https://kthx.fun/>

Velatis: <https://velatis.io>

Velatis Charts: <https://github.com/Ravonus/velatis-charts>

Proofmark: <https://github.com/Ravonus/proofmark>

Foundation Share Bridge: <https://github.com/Ravonus/foundation-share-bridge>

TokenGators: <https://tokengators.com/>

Dreamloops Contract: <https://etherscan.io/token/0xf1b33ac32dbc6617f7267a349be6ebb004fecff>