VLADIMIR CHOPINE

Senior Software Engineer · Full-Stack & AI-Native Engineering

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github.com/GeekatplayStudio (174+ stars, 38 repos) · linkedin.com/in/geekatplay · vladimirchopine.com · geekatplay.com · chopinephotography.com

SUMMARY

Senior full-stack engineer who has spent his career being early. In 1996 I built a self-learning weighted-logic system on personal hardware, before the vocabulary for it existed. I was working in generative AI in 2022 — DALL·E, then ChatGPT from launch — and by April 2023 I was paying for production API access and building with it at work, before most engineering organizations had a policy on whether employees could use these tools at all. I went on to become the first engineer at Hughes Network Systems to adopt agentic AI programming, and built the internal training that brought the team with me. Today I ship open-source AI tooling — 38 public repos, 174+ stars — and work daily in MCP and agentic orchestration, on top of a decade of production engineering at Hughes and a technical-education practice reaching 96,000+ subscribers across two languages.

INDEPENDENT & OPEN-SOURCE WORK

- Image Express (imageexpress.xyz) — open-source AI-native design platform orchestrating multiple generative image models in one workspace. Built and maintained solo, end-to-end: architecture, interface, generative-pipeline integration.
- TripCraft — production Next.js / Tailwind / Vercel SaaS application built end-to-end with agentic tooling (Claude Code, Cursor, GitHub Copilot, Kiro, Continue.dev, Ollama). Production-grade output, not a prototype.
- EventFlow Analytics — real-time UX-analytics platform: React/Vite dashboard with a color-coded friction-detection overlay and a privacy-first client-side PII filter.
- HiveLink / Ash-Mesh — self-healing mesh-network security architecture for distributed embedded hardware (ESP32 / LoRa / MQTT), designed from formal PRD/TRD specs with a 7-state quarantine-and-recovery state machine. Defensive by design.
- 38 public repositories, 174+ stars — AI tooling, ComfyUI custom nodes and LoRA/VLM training, generative pipelines, and automation.

PROFESSIONAL EXPERIENCE

Senior Software Engineer — Hughes Network Systems *Aug 2014 – Present*

Full-stack engineering & technical leadership · Greater Salt Lake City Area

- Full-stack production engineering — Ruby on Rails, Angular, React, TypeScript, Node.js — deployed on AWS with Docker and Kubernetes, including CI/CD pipelines.
- Technical lead: owned architecture decisions, code review, and delivery; mentored 10+ engineers, several promoted into senior roles.
- First to adopt agentic AI programming at Hughes; built and ran the internal education around it, and serve as the go-to resource for AI-tooling questions across the team.
- Led full-stack development of a satellite realignment system UI (real-time tracking, mission-critical visualization) through a successful launch; currently building a digital-signage platform end-to-end.

Founder, Sole Developer & Creative Director — GeekatPlay Studio *2001 – Present*

Engineering & digital-production lab — AI tooling, generative pipelines, embedded systems, technical education

- Sole owner and only developer — originate the ideas, build the technology, and direct the creative side end-to-end, including the Wonderlanders channel (Utah travel/lifestyle content, co-produced).
- Design and ship the independent/open-source work above; build and operate a technical-education practice reaching 96,000+ subscribers across English and Russian YouTube channels, 3,000+ tutorials — training used by artists at studios including ILM, Blizzard, DreamWorks, and Ubisoft.
- Built and operate a sponsor-management automation system handling 48 active deals end-to-end, including SoW negotiation, IP/usage rights, and brand-safety compliance.

Earlier career: Senior UI Developer, Softwise · Senior Interactive Technologist, Merit Medical Systems · Senior UI Developer & Art Director, iCentris · plus earlier full-stack and backend roles across financial services, healthcare, advertising, semiconductor, and gaming.

TECHNICAL SKILLS

Languages: JavaScript / TypeScript, Python, Ruby, Java, C#, SQL, PHP

Front-End: React, Next.js, Angular, Tailwind, HTML/CSS, responsive design, data visualization

Back-End & Cloud: Node.js, Ruby on Rails, REST APIs, microservices, PostgreSQL, MySQL, MongoDB, Redis, AWS, Docker, Kubernetes, CI/CD

AI / Agentic: Claude Code, Cursor, GitHub Copilot, Kiro, Continue.dev, Ollama, MCP, LangGraph, LangChain, n8n, RAG, Anthropic & OpenAI APIs, Hugging Face, PyTorch, prompt engineering, Pinecone, Weaviate

Generative / Creative: ComfyUI (custom nodes, LoRA/VLM training), Stable Diffusion, FLUX, generative image pipelines

Hardware / IoT: ESP32, LoRa, MQTT, mesh networking, embedded security

TEACHING & TECHNICAL COMMUNICATION

- Technical-education practice reaching 96,000+ subscribers across English and Russian YouTube channels, with 3,000+ tutorials — training used by artists at studios including ILM, Blizzard, DreamWorks, and Ubisoft.
- Taught prompting and workflow for the first wave of generative-image models in 2022; publishing on agentic and ComfyUI workflows today — same practice, same audience, three years apart. SIGGRAPH speaker.

WRITING & PUBLISHED WORK

- Contributed to two Focal Press books on 3D graphics: developed the project-based tutorial and provided editorial input for Vue 7: From the Ground Up, and created the instructional graphics for 3D Art Essentials.
- IMDb credits (Camera & Electrical Department, Director, Writer): Amazing Space Adventures (TV — Tengu universe, 2019, Director), Algea: God of Pain (2023), Implicit Invitation (2018).