Vitalii Stinskii

Personal info

Date of birth: 20/08/1998

Address: Vinnytsia, Ukraine

Email address: vstinskii@gmail.com

Website: [www.vitalii-stinskii.com](http://www.vitalii-stinskii.com)

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

LinkedIn: <https://www.linkedin.com/in/vitalii-stinskii/>

Summary:

* AI, Artificial Intelligence, Machine Learning, Data Science, Multi-Agent Systems, Chatbots, RAG, Retrieval Augmented Generation, LLM, Langchain, Vector Database, Embeddings, GROQ, ChatGPT, Ollama, ChainLit
* Masters degree in Software Engineering
* Full cycle of developing custom AI solutions, from requirements and planning to architecture implementation
* 5+ years of software development
* SQL Databases
* Multi-Agent Systems & Chatbots Tools: Python, Pandas, NumPy, Langchain, SQL, Streamlit, models API (OpenAI GPT, GROQ), Ollama, LMStudio, GPT4ALL
* Web applications development & analytics
* Back-End Tools: Python, Flask, Java, Spring (Core, MVC, BOOT, Security, REST), Hibernate, Maven, Tomcat, Junit, SQL (PostgreSQL, MySQL), GIt

Professional experience

11/2023 – Present

Enterprise AI Systems, New York, US, **Generative AI Developer**

* Multi-Agent Systems & Chatbots Developing
* RAG (Retrieval Augmented Generation)
* Memory (Multi-agent Systems & Chatbots memorize the conversation)
* AI API: OpenAI, GROQ
* Local LLM: Ollama, GPT4ALL, LMSTUDIO

03/2023 – 10/2023

Freelance Project, Kyiv, Ukraine, **Back-End developer**

* Developed REST Navigation map using Java, Spring, Spring Boot, Spring MVC, Spring REST, Spring Security, Hibernate, MySQL, Maven, Git.

01/2021 – 02/2022

Freelance Project, Kyiv, Ukraine, **Back-End developer**

* Developing REST App Store Application.

Used technologies: Java, Spring Boot, Spring REST, Hibernate, MySQL, Maven, Git.

04/2020 – 12/2020
ONPU, Internship, Odessa, Ukraine, **Java & LibGDX developer**

* Developing self – learning checkers bot

An artificial steps algorithm was implemented for the bot logic.

Used technologies: Java, libGDX, Gradle, Git.

02/2019 – 06/2019
Hillel IT School, Internship, Odessa, Ukraine, **Java Developer**

* Developing the Back-end part for the Strategy Card Game.

Used technologies: Java, JDBC, Hibernate, Maven, MySQL, Git.

Education

09/2015 – 12/2020 **Software Engineering | Master Degree**

Odessa, Ukraine **Odessa National Polytechnic University**

02/2019 – 06/2019 **Java Elementary**

Odessa, Ukraine **Hillel IT School**

10/2021 – 09/2022 **B1 level**

Kyiv, Ukraine **English Prime**