

EUGEN SOLOVIOV

Software engineer and quant developer, building the machinery of an AI marketing agency

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Software engineer with 20+ years of shipping. Long before the AI boom I built websites and products end to end: design, architecture, frontend, backend and DevOps, including six years running my own web studio. Quant developer and researcher: trading since 2011, building trading robots, strategies, backtests, research and analytics since 2017. I have also made a few games, edited video and worked with electronics. AI multiplied all of it: at Reforms I designed, directed and audited agent-built systems that research a niche, render video in code, publish to seven platforms and monitor the news.

CAPABILITIES

Niche and competitor research — Know what works in a niche before paying for production. 3,545 competitor and client videos collected, transcribed and searchable · A competitor with 3,230 videos and a 1,102-page site taken apart · A client channel and site reviewed into 11 ranked fixes

AI video production — Short vertical videos, from script to finished edit, built in code and reviewed by someone who can edit. 100 story ideas storyboarded, 800 beats · Sound levels fixed across the first 12 videos

Multi-platform publishing — One finished video goes to seven platforms, with a log that prevents double posting. Every post logged and read back after publishing · No duplicate post recorded

Media monitoring and news — A news service that collects regional stories, keeps every version and publishes digests. 28,041 stored revisions from 9 live feeds · Past stories can be queried as they stood on any date

Agent orchestration — A lead agent splits the work, builder agents do it, and a fresh agent reviews it. 11 agents writing in parallel; about 56 subagents in one day · The same task given to two AI models, better result kept · 14+ independent scored reviews

Quality and rights gates — Checks that stop shaky, blurry or uncleared material before it reaches an audience. Every new render is checked; failing ones are held · Footage split into two rights tiers; uncleared clips are held · A claims check caught 40 of 41 labelled financial claims

Websites, run as a studio — Designing, building and running client sites as a studio. About 200 sites, 2010–2016 · Team of 3 to 7 developers

Knowledge base and reporting — A handbook and daily reports where every status carries its evidence. 837 pages, 25 guides, 19 project articles · A report page per video, a report per working day

EXPERIENCE

Reforms.ai · Software Engineer 2026–present

AI automation marketing studio. I designed, directed and audited agent-built systems.

- 191 commits in 19 days across publishing, news, research and video repos
- Video pipeline with a style gate, independent reviews and automatic quality checks
- Seven publishing tools sharing one contract and one post log
- Go news service and research crawler, plus the studio handbook

Stack: HyperFrames, FFmpeg, Go, Python, Camoufox, PostgreSQL

Cmdop · CTO 2025–present

Remote server management through AI agents.

- Own the product stack: agent control, chat bots for Telegram, Discord and Slack, browser automation
- Frontend in React, Next.js and TypeScript; skills marketplace for agents

Stack: React, Next.js, TypeScript, Python

Deep.foundation · Full-stack developer (contract) 2022–present

Pseudo-graph database platform and Deep.memo.

- Event-driven backend and React frontend over GraphQL and Hasura
- Infrastructure on Swarm, Argo CD, Kubernetes and Terraform
- 60 commits in the organization's repositories

Stack: Node.js, React, GraphQL, Kubernetes, Terraform

Marketmaker.cc · CEO 2017–present

Scalping terminal and backtesting for crypto markets.

- Terminal covering 60+ exchanges, with a tick-level backtester that replays live-bot behavior
- Real-time data and reliability work in Go and TypeScript on QuestDB and DuckDB

Stack: Go, TypeScript, QuestDB, DuckDB

Shakeapp, Kupi.network, Dolphin.bi · <i>Developer (contract)</i>	2016–2022
Contract roles at three product teams.	
– Shakeapp 2020–2022: React developer on a peer-to-peer sharing platform – Kupi.network 2018–2019: crypto terminal covering 130+ exchanges – Dolphin.bi 2016–2017: frontend in Vue with a Python backend	
de-core.net · <i>Founder, web studio</i>	2010–2016
Web studio I founded and ran for six years.	
– Delivered sites for clients from the first project to the last – Grew the studio from solo work into a team	

SELECTED PROJECTS

Publisher suite — Publishes one video to YouTube, Instagram, Facebook, TikTok, Threads, X and Pinterest through each platform's own web editor. <i>53 of 56 posts live, 540 tests · Python, Camoufox, SQLite</i>	2026
Reference crawler — Collects a channel's videos, scene slides, audio and transcripts into a searchable store for competitor analysis. <i>4 channels, 266 tests · Python, FastAPI, yt-dlp, SQLite FTS5, Next.js</i>	2026
News warehouse — Go service that collects news, keeps every revision and builds a time-based event graph, digests and RSS. <i>283 Go and 108 Python tests · Go, PostgreSQL, Docker, GitLab CI</i>	2026
gaia — Drives Gemini, Veo 3 and NotebookLM through a logged-in Camoufox session, no API keys. <i>14 stars, 214 tests · Python, Camoufox</i>	2026
Content factory — Article to slides and audio, to synced MP4, to subtitles and metadata, to YouTube upload. <i>FFmpeg, Whisper, Python, Camoufox</i>	2026
AI form filling — AI service that filled in forms on websites for the user. Worked on it from January to March 2025; the project was closed.	2025
aicommit — CLI that writes git commit messages with LLMs and falls back to free models. <i>25 stars · Rust</i>	2024–2026
profitmaker — Open-source trading terminal for 100+ exchanges via CCXT. <i>365 stars, 93 forks · TypeScript, React, Bun, PostgreSQL</i>	2018–2026

VIDEO

I edited by hand first and learned what makes a cut work. Now I encode those rules in code and check every render.

By hand. iMovie and Final Cut Pro, before AI · Cutting and pacing, titles, sound

In code. HyperFrames compositions and FFmpeg renders at 1080×1920, 30 fps · Loudness target −14 LUFS, true peak below −1 dBTP · Jitter gate for shake and held frames; material gate for text posters, upscaling and blur · Narration transcript matched word for word against the script

SKILLS

Languages: TypeScript, JavaScript, Python, Go, Rust (basics), Zig (basics), Swift (basics), Kotlin (basics), C++ (basics), C# (basics), Lua (basics), Haskell (basics)

Frontend & apps: React, Next.js, Astro, Vue, Svelte, Angular, SwiftUI, UIKit, Apache ECharts, React Stockcharts, Electron, Tauri, Ionic, Capacitor

Backend & APIs: Node.js, Bun, Elysia, Django, FastAPI, GraphQL, Hasura, gRPC, REST, WebSocket, FIX Protocol

Databases & streaming: PostgreSQL, QuestDB, ClickHouse, DuckDB, Redis, MongoDB, MySQL, SQLite, Tarantool, Parquet, Apache Kafka

DevOps & infra: Docker, Docker Compose, Docker Swarm, Kubernetes, containerd, CRI-O, Nginx, Apache, Traefik, Istio, Gateway API, Dokploy, Terraform, Pulumi, Argo CD, GitLab CI, Prometheus, Grafana

Quant & trading: Trading robots, Market making, Tick-level backtesting, Optuna (TPE, CMA-ES), Listing monitors, HFT messaging, CCXT, Binance, Bybit, Gate.io, MEXC, Bitget, Tinkoff Invest

AI & agents: Claude Code, Codex, Subagent orchestration, MCP servers, Pydantic AI, Multi-model routing

Data & scraping: yt-dlp, faster-whisper, Camoufox, SQLite FTS5

Video & motion: HyperFrames, GSAP, FFmpeg, Kokoro TTS, Final Cut Pro, iMovie

Other: Game development, Video editing, Electronics