

Aleksandr Zalesov

Malaga, Spain / Berlin, Germany / Remote

Principal Engineer | AI Native Engineer | Team Lead | Cloud Architect

Principal AI / Cloud Engineer with nearly 20 years of experience building distributed systems, SaaS products, and production AI capabilities. Strong background in AI-first development, agentic workflows, RAG systems, cloud platforms, and technical leadership. Delivered measurable results across startups and scale-ups, including lower infrastructure costs, faster delivery cycles, improved test coverage, and production LLM analytics. Comfortable owning systems end-to-end from architecture through delivery.

Core Skills

AI/LLM Systems, Agentic Workflows, Distributed Systems, Cloud Architecture, Technical Leadership, Platform Engineering, SaaS Development, System Design, DevOps, CI/CD, Observability, Data Pipelines, Scalable Infrastructure, Product Engineering, Cross-Functional Leadership

Professional Experience

Mult.dev | Chief of Everything | Aug 2024 – Jan 2025, Aug 2025 – Present

- Engineered an autoscaling GPU cluster on GCP for high-performance video rendering, reducing processing costs by ~40%.
- Architected and deployed an AI-powered user feedback system using LangGraph to automate categorization and sentiment analysis.
- Implemented AI-driven SEO/GEO optimization strategies that increased organic visibility.
- Owned product, infrastructure, and delivery across full-stack development, DevOps, and customer-facing operations.

Peec.ai | Principal AI Engineer | Jan 2025 – Aug 2025

- Built core AI infrastructure, including a high-performance system to intercept and analyze ChatGPT response streams in real time.
- Developed an automated categorization engine that generated analytics into LLM behavior for enterprise use cases.
- Designed and operated a distributed network of parser bots with Playwright to extract data from non-API LLM interfaces.
- Integrated analytics outputs into stakeholder dashboards via Looker Studio.

Beeboard | Head of Engineering | Dec 2023 – Jun 2024

- Increased test coverage from 0% to 60% in under 6 months by introducing AI-assisted testing practices across unit, integration, and E2E workflows.
- Reduced time-to-production from 1 week to 2 days by improving the development environment and CI/CD workflows.
- Defined the technical vision and roadmap; introduced coding standards, monitoring, and alerting.
- Improved engineering processes and maintainability of a legacy Azure-based product.

Zapp (Quickcommerce / Orcrist) | Engineering Manager / Team Lead | Jun 2021 – Dec 2023

- Led a team of up to 6 engineers across product, operations, and infrastructure.
- Built internal tools for warehouse and city managers that aggregated operational data into actionable workflows across the UK, Netherlands, and France.
- Contributed to last-mile delivery and fleet-management systems and integrated major third-party storefronts including Uber Eats and Deliveroo.
- Trained and integrated ML models to predict delivery times based on operational parameters; also contributed to monitoring, operational tooling, and on-call practices.

MOIA (Volkswagen) | Senior Software Engineer | Mar 2019 – Jun 2021

- Built real-time simulation services for fleet optimization and ride-matching.
- Helped develop high-throughput simulation tooling capable of replaying a week of fleet behavior in minutes.
- Contributed to dispatching systems that connected vehicles, customers, routing logic, and fleet managers in real time.

Zalando | Software Engineer, AI / Computer Vision | Nov 2017 – Aug 2018

- Developed AI-driven services for product image labeling and verification at scale.
- Trained and deployed computer vision models to enforce image quality and compliance standards.
- Helped architect data infrastructure using Redshift and Airflow.

SoundCloud | Software Engineer | Feb 2013 – Jul 2017

- Served as primary developer for the canonical SoundCloud web audio player and contributed to mobile player work.
- Built a copyright protection pipeline that identified and processed infringing uploads in real time.
- Managed large-scale Cassandra infrastructure supporting audio fingerprinting and low-latency lookups.

Selected Additional Experience

- 2Meters | Part-time CTO — Helped build and scale a SaaS product for customer queues and appointments used across multiple continents.
- Super-real | Lead AI Developer — Built an AI chat platform using embeddings, prompt engineering, model selection, and fine-tuning to improve persona quality.
- Snubes | AI Systems Architect — Built WhisperX-based speech-to-text and AI-driven call analysis pipelines across multiple ingestion channels.

Education

Novosibirsk State Technical University

M.S. in Mathematics and Computer Science, 2008

Selected Technologies

Python, TypeScript, Scala, Java, React, Next.js, Vue, GCP, AWS, Azure, Kubernetes, Docker, Terraform, TensorFlow, LangGraph, Playwright, Kafka, Cassandra, Redis, Airflow, Redshift