

ALEKSANDR ZALESOV

Engineering Lead



Accomplished Engineering Leader with extensive experience in AI-first full-stack development and startup environments. Proven ability to spearhead AI-driven solutions, optimize development pipelines, and reduce costs, exemplified by a 40% reduction in GPU rendering expenses. Adept at managing and mentoring cross-functional teams, architecting scalable systems, and driving efficiency. Seeking to leverage a strong track record in technical leadership and AI innovation.

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WORK EXPERIENCE

Chief Everything Officer

Mult.dev

Malaga, Spain

08.2024 – Present

- Spearheaded AI-first full-stack software development encompassing DevOps, video rendering pipelines, backend systems, and UI/UX design.
- Engineered an autoscaling GPU cluster on a private VPS cluster and Google Cloud Platform (GCP) for high-performance video rendering, achieving a 40% reduction in processing costs through efficient resource allocation.
- Implemented SEO/GEO optimization strategies, substantially increasing organic search visibility.
- Managed and mentored a non-technical team comprising customer success and marketing specialists.
- Architected and deployed an AI-powered user feedback management system utilizing LangGraph, automating the categorization and sentiment analysis of thousands of user interactions.
- In 2025 made a 7 month break to work for Peec.ai, than returned to Mult.

Principal AI Engineer

Peec.ai

Berlin

01.2025 – 08.2025

- Developed core AI infrastructure for a startup, including a high-performance system designed to intercept and analyze ChatGPT response streams in real-time.
- Built an automated AI response categorization engine, delivering deep analytics and insights into Large Language Model (LLM) behavior for enterprise clients.
- Designed and managed a distributed network of parser bots utilizing Playwright, implementing advanced techniques to bypass bot detection and extract data from non-API LLM interfaces.
- Integrated AI analytics with Looker Studio to provide stakeholders with actionable data visualizations.

Head of Engineering

Beeboard GmbH

Berlin

12.2023 – 06.2024

- Revolutionized the development lifecycle by integrating AI into the testing pipeline, elevating test coverage (Unit, Integration, E2E) from 0% to 60% within six months.

- Decreased time-to-production from one week to two days by introducing a unified development environment and optimizing CI/CD pipelines.
- Architected the refactoring of a legacy codebase on Azure, significantly enhancing system performance and maintainability.
- Established a comprehensive hiring framework and personalized development plans for the engineering team.

Engineering Manager / Team Lead

Zapp (Quickcommerce LTD)

London/Berlin

06.2021 – 12.2023

- Integrated and fine-tuned Machine Learning (ML) models using TensorFlow to predict delivery times with high accuracy, directly enhancing operational efficiency.
- Led the development of business-critical internal tools supporting store operations across the UK, Netherlands, and France.
- Architected integrations with major third-party storefronts, including Uber Eats and Deliveroo.

Senior Software Engineer

MOIA (Volkswagen)

Berlin/Hamburg

03.2019 – 06.2021

- Developed a real-time simulation service for fleet optimization, employing ride-sharing algorithms to match supply with demand and minimize user waiting times.
- Constructed a high-throughput simulation engine capable of processing a week's worth of fleet data in minutes to rigorously test new routing logic.

Software Engineer (AI/Computer Vision)

Zalando

Berlin

11.2017 – 08.2018

- Developed an AI-driven product image labeling service, utilizing computer vision to automate the description and categorization of millions of items.
- Trained and deployed Computer Vision models at scale to ensure product image quality and compliance standards.
- Architected the team's data lake using Amazon Redshift and Airflow to facilitate large-scale data processing.

Software Engineer

SoundCloud

Berlin

02.2013 – 07.2017

- Served as the primary developer for the canonical SoundCloud audio player across web and mobile platforms.
- Engineered an automated copyright protection pipeline that efficiently identified and processed infringing uploads in real-time.
- Managed a multi-terabyte Cassandra cluster for audio fingerprinting, ensuring high availability and low-latency data lookups.

EDUCATION

Master - Mathematics and Computer Science

Novosibirsk State Technical University

Novosibirsk, Russia

09.2003 – 07.2008

SKILLS

People Management AI Accountability Engineering Management Startup Experience Git
Agile CI/CD System Design Technical Roadmapping Cloud Architecture

LANGUAGES

Russian Native ●●●●● English Native ●●●●●
German Advanced ●●●●●