

Alexander Gudulin

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Hi 🙋 I'm Alex - Software Engineer, 10+ years across product, performance, and platform work. I've co-founded a multiplayer blockchain game, scaled performance-critical analytics at Glassnode, and led a team of 10 engineers at Babel. I enjoy untangling multi-year monoliths almost as much as building from scratch.

Experience

2024 – 2026: Tech Lead at Folk Software

Multiplayer game, AT Protocol integration, data analytics - folk.lol.
Docker, Next.js, TypeScript, Colyseus

2021 – 2026: Senior Software Engineer at Glassnode

Built chart editor, MCP server, various blockchain integrations - studio.glassnode.com.
GCP, TypeScript, BigQuery

2020 – 2021: Senior Software Engineer at Wattx

Apps development for Viessmann - wattx.io.
JS, TypeScript, Vite

2017 – 2020: Senior Software Engineer / Engineering Manager at Lesson Nine GmbH

Migrated native mobile apps into a unified WebView interface, ran a community of practice for JS learners, led a team of 10 engineers - babel.com.
TypeScript, WebView, Node.js

2015 – 2017: Frontend Engineer at Wimdu GmbH

Migrated the Rails app to React&Redux, worked on open-sourced libraries: dumb-bem, avux-loader - wimdu.com.

2012 – 2015: GanttProject Cloud, Papeeria, Intel

Open-source: github.com/agudulin

Education

2011-15: BCS (Software and Administration of Information Systems, Saint Petersburg State University, Russia)

Languages

English, German, Russian