

# Alex Kostyniuk

PHONE:  
EMAIL: ALEXANDRU.COSTINIUC00@GMAIL.COM  
LOCATION: STOCKHOLM, SWEDEN

PRODUCT ENGINEER | TEAM LEAD @ AMFG

[A13X.SPACE](#) [LINKEDIN](#) [X / TWITTER](#) [GITHUB](#) [INSTAGRAM](#)

Product Engineer focused on solving customer problems. When I was a child I wanted to become a footballer, that was my passion and a goal. I still love football, but building things is my passion too, now. I love helping people and work in teams when we can achieve big goals together. Really like Agentic Workflows with AI. Love to build great architectures. When I was a teen, I thought that I would be a backend engineer because frontend is easy and not interesting, now I enjoy both, but frontend is ♥. I'm also active on Twitter if you like my tweets we can be friends 😊.

## EXPERIENCE

- May 2025 - Present**  
**AMFG | Team Lead**
  - Leading architecture and delivery across frontend modernization, backend platform work, performance improvements, and team-wide developer experience initiatives while managing a team of 2-3 engineers.
  - Led migration from Kendo to shadcn/ui and Tailwind CSS, improving iteration speed & developer experience.
  - Built a 3D model similarity engine using cosine similarity, vector embeddings, and pgvector in PostgreSQL.
- May 2023 - April 2025**  
**AMFG | Senior Fullstack Software Engineer**
  - Led team-wide adoption of AI-assisted engineering workflows, frontend modernization.
  - Developed a sandboxed scripting environment for customer Python and JavaScript action automations.
  - Conducted 50+ engineering interviews and helped shape team growth and hiring standards.
- December 2021 - May 2023**  
**AMFG | Middle Fullstack Software Engineer**
  - Built a custom Gantt timeline with drag-and-drop task management, zoom levels, real-time sync, and conflict detection.
  - Worked on a large workflow automation system supporting event triggers and 10+ follow-up actions across email, push, and status changes.
- October 2020 - November 2021**  
**AMFG | Junior Fullstack Software Engineer**
  - Adjusting to full-time engineering work while balancing university and building communication skills.

## PROJECTS

- 01 GLASSCN**  
SHADCN/UI, GLASSMORPHISM, COMPONENT LIBRARY  
A library of Apple-like glass components for shadcn/ui, with 20+ glass-styled primitives, 5 glass effect variants for dark and light themes, clear surfaces, and SVG-based physical refraction for realistic light bending through thick glass.
- 02 MELLOW LINES**  
CANVAS, SHIKI, FFMPEG WASM  
A code animation studio that turns code snippets into cinematic videos entirely in the browser.
- 03 MELLOW FMT**  
TANSTACK START, FORMATTING TOOL  
An interactive playground for exploring and comparing Prettier and Oxfmt formatting options.
- 04 ALEX POSTS**  
TECHNICAL WRITING  
A technical blog with deep dives into database internals, React mechanics, and JavaScript tooling.

## PEOPLE & COMPANIES I LOOK UP TO

Theo · Tanner Linsley · Guillermo Rauch · Lee Robinson · Ryo Lu · Pauline P. Narvas · OrcDev · shadcn · OpenAI · Cursor · Vercel · Planetscale · Lovable

## TECHNICAL TASTE

TypeScript, Next.js, Bun, Vercel, TanStack, Drizzle, shadcn, OpenAI, T3 Code

## ADDITIONAL INFO

I like to create beautiful UIs, like to dress well, and like NBA and football. I'm a big dog lover - have one myself, named Theo. I used to run and a lot, and had run a half-marathon back in the day. I love rap festivals, I was at Rolling Loud and others, saw Travis Scott, Playboi Carti and some more, planning on visiting more. Trying to be happy and make people around me happy too.

## KEY SKILLS & TOOLS

Languages: TypeScript, JavaScript, SQL  
Frontend: React, all Tanstack, Next.js, Tailwind CSS, shadcn/ui  
Backend: Node.js, Bun, PostgreSQL  
Tooling: oxc

## PORTFOLIO QR CODE



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## EDUCATION & CERTIFICATIONS

National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute"  
Faculty of Informatics and Computer Engineering  
Bachelor Degree, Computer Engineering, 2017 - 2021