

01 / Hello

SOFTWARE ENGINEER

Daniil T.

Software developer with **8+ years of experience**. I enjoy challenging tasks, creating new solutions, and reimagining existing ones.

Production work across several fields, freelance engagements, and many personal experiments have helped me adapt quickly and choose tools around the problem.

Open to freelance and full-time work

Interests

 DevOps Researching Docker, Podman, Kubernetes, Terraform, Kafka, and other modern tools in self-hosted environments, with a focus on reliable systems.	 System design Designing reliable systems with clear boundaries, deliberate service communication, and room to evolve.	 Web Modern frameworks chosen around project needs, with attention to performance, compatibility, accessibility, and maintainable interfaces.
 Game development Extensive production and personal-project experience across all aspects of game development, from gameplay and tools to technical art; 3D Modeling as a hobby.	 Graphics Rendering, shaders, VFX, 3D workflows, and practical pipelines that connect engineering with visual craft.	 AI Careful use of AI where its work remains scoped, observable, testable, and reviewable, while exploring new ways to integrate it into software and workflows.

02 / Portfolio



01 / MULT.DEV

Trip video renderer

A commercial trip-video renderer built and supported end to end by its solo developer, used by influencers to turn journeys into shareable videos.

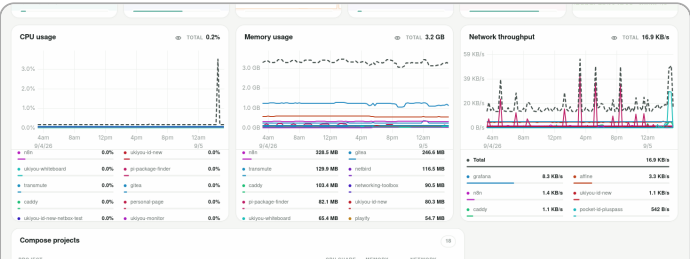
 Unity

 C#

 Shaders

 WebSocket

 Video



02 / PET PROJECT

Monitoring system

A custom, configurable dashboard focused on Compose projects, with an adaptive layout, near-zero idle CPU use, and a sub-20 MB memory footprint.

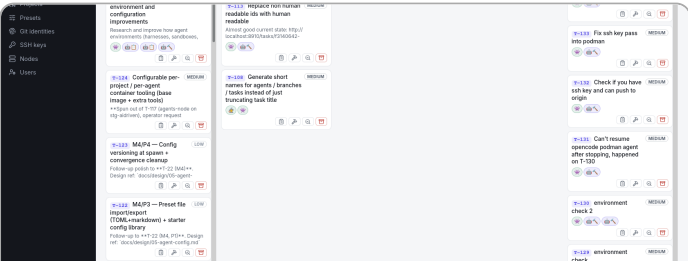
 Rust

 SolidJS

 SQLite

 Podman

 Axum



03 / PET PROJECT · DEV TOOL

Agents task-based management

A project-scoped task board where planning, implementation, and review can each launch an AI coding agent into an isolated worktree.

 Rust

 React

 TypeScript

 SQLite

 MCP

 PocketID

 NetBird

 Gitea

 Vaultwarden

 Custom monitoring

 Other services

04 / SELF-HOSTED LAB

Self-hosted lab

A production-like home environment for identity-aware services, private networking, monitoring, collaboration, and recovery practice.

 Linux

 Podman

 Caddy

 OIDC

 Networking

INDEPENDENT · TRANSPARENT · NPM-BACKED

Find Pi packages with
the receipts attached.

Discover extensions, skills, prompts, and themes. See exactly why a package ranks, what npm knows about its dependency risk, and what remains unknown.

Try "memory", "subagents", or a package name

05 / PET PROJECT · DEV TOOL

Alternative Pi package finder

A local-first catalog for Pi extensions, skills, prompts, and themes with explainable rankings and deliberately bounded npm risk reports.

TS TypeScript

React

SQLite

Pi

```
graph LR
    subgraph "Orders database"
        direction TB
        ODB[Orders database]
        OS[Orders Service]
        AG[API Gateway]
        CB[Customer Browser]
        ODB --> OS
        OS -- gRPC --> AG
        AG -- HTTP --> CB
    end
    subgraph "Event Bus / Kafka"
        direction TB
        EC[Order Created]
        OU[Order Updated]
        OC[Order Cancelled]
        OEA[Other events and subscribers]
        EC --> OEA
        OU --> OEA
        OC --> OEA
    end
    subgraph "Other systems"
        direction TB
        V[Vendor]
        OSys[Other systems]
        ROPS[Read-only pre-prod systems]
    end
    OEA --> V
    OEA --> OSys
    OEA --> ROPS
    subgraph "Pipeline"
        direction TB
        C[Created] --> Ch[Checked] --> W[Modenotet]
        W --> A[etc.]
    end
    ODB --> Out[Outbox]
    Out --> EC
    Out --> OU
    Out --> OC
```

06 / PET PROJECT · DEV TOOL

Whiteboard

An independent infinite-canvas editor with a Rust/WASM core, a SolidJS interface, local-first behavior, and authenticated persistence.

Rust

SolidJS

TS TypeScript

Postgres

07 / PRIDE GAMES STUDIO

Exile Survival

A mid-core action survival game for mobile devices.

Unity

C#

Gameplay

UI

08 / GREEN BUTTON GAMES

Zombie Land Rush

Developed with the team from an early medieval shield-runner prototype through release.

Unity

C#

Gameplay

UI

Other work

VFX

3D

VFX

CODE

Devices configuration management

EXPERIMENTAL

Cross-OS configuration management from a high-level TOML model, compiling device intent into deterministic, inspectable system candidates with portable rollback records.

Rust TOML

NixOS Home Manager

Pocket ID PlusPass

EXPERIMENTAL FORK

A narrow upstream-friendly fork that requires a password after a valid passkey for normal login and fresh reauthentication.

Go

SvelteKit

OIDC

SQLite

03 / Background

few years	Mult.dev Software engineer · Unity video rendering	Built rendering, animation, tooling, and reliability work for automated travel-map videos.
few months	Room Planner Software developer · product work	A short product-development engagement on a room-planning application.
few months	Pride Games Studio Unity developer · gameplay and product	Game logic, client/server systems, tutorials, UI, profiling, and production support for Exile Survival.
around a year	Green Button Games Unity developer · gameplay and tools	Gameplay, UI, VFX libraries, optimized crowds, Addressables, production work on Zombie Land Rush, and several studio prototypes.

04 / Contacts

Available for freelance and full-time work.

I am looking for freelance or full-time work in product engineering, systems, developer tools, Rust, web, infrastructure, and gamedev.



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