Anton Fedoruk

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Founding Engineer / Engineering Lead building LLM-powered extraction and agentic browser automation (o3, gpt4o, gpt5.2, Playwright/CUA) to replace manual ops at scale. Delivered **95% browser automation**, **near-zero support document workflows**, and HITL guardrails that scaled operations to 8 people. Former founder with $1M+ in revenue; **15+ years shipping end-to-end products**.

WORK EXPERIENCE

Founding Software Engineer / Engineering Lead
Kay.ai

New York, NY
2023 – Present

- Built an **end-to-end serverless document automation platform**, delivering the **first fully automated workflow** for a client, **replacing an offshore BPO team**, and running with **near-zero support**.
- Implemented an **LLM-based extraction** system for **arbitrary-length element sets** (o3, gpt-4o, gpt5.2), authoring a **novel long-list extraction algorithm** and research paper in the process.
- Developed long-document QnA/chat using hybrid retrieval (chunking + embeddings + grep), enabling **<2s latency over 140+ page documents**.
- Owned the **foundational data model** and chat layer for an **AI copilot for insurance agents**; shipped the chat experience (history, guided workflows, performance) and built **quote-comparison**, **policy summarization**, and **policy-compliance workflows** over long policy documents.
- Created a hybrid browser automation system (Playwright RPA + LLM reasoning + agentic flows, including CUA), achieving **95%+ end-to-end automation** on target workflows.
- Designed a **HITL quality-guardrails** system that reduced review time and enabled **scaling the operations team to 8 people**.
- Operationalized an offshore BPO team and cross-functional workflow (sales, onboarding, engineering, HITL, AI agents) via **automated ticket intake/triage**, standardized handoffs, and **just-in-time least-privilege access to client systems**, improving turnaround time and compliance.
- **Led SOC 2 Type II end-to-end**, built and oversaw secure, compliant systems and controls (policies, access, evidence collection), delivering clean reports across multiple audits (**0 exceptions**).

Founder and Full-Stack Developer
ARRAY AI

Kyiv, Ukraine / Porto, Portugal
2021 – 2023

- Developed multivariate forecasting algorithms that learned new market patterns from **<10 samples**, enabling rapid adaptation to new instruments and regimes.
- Built a secure trading backend in python on **GCP** (TLS-secured **gRPC** + typed protobuf contracts) supporting paper trading and backtesting, and **automating strategy detection** to reduce day-to-day human oversight.
- Shipped a cross-platform desktop + mobile frontend with **<5% platform-specific code**, accelerating feature delivery across platforms.
- Implemented **high-performance market visualizations** combining real-time signals with AI insights (interactive, multi-resolution charts).

Founder & CEO
BLASTER STUDIO (playblaster.com)

- Founded a mobile game studio; shipped titles reaching millions of users worldwide; received App Store "**Game of the Day**" (U.S.) and Google Play features.
- Built automated artist/level-design workflows, cutting level design time for Crush the Castle: Siege Master from **1 week to 1 day**.
- Designed and delivered Snappables for Snap Inc.
- Established a rapid prototyping process delivering hyper-casual playables in **1.5 weeks per game** for Lion Studios.
- Released mobile games achieving millions of installs.

Founder & CEO
WARSPARK STUDIOS

Zaporizhzhya, Ukraine Melitopol, Ukraine   2009 – 2019

- Launched and operated a mobile games studio, with the most popular title garnering over **7M+ downloads** on iOS and earning repeated App Store features.
- Built and managed cross-functional **teams of programmers and artists across two cities**.
- Managed the full development lifecycle of multiple mobile games from concept to live ops and post-release support.
- Implemented Agile development (Scrum) and process automation across teams; built CI/CD pipelines.

Software Team Lead
GAVIRI TECHNOLOGIES, INC.

Zaporizhzhya, Ukraine
2006 – 2008

- Developed a high-performance, cross-platform indexer for textual copies of user documents.
- Developed a search engine algorithm with proximity and rank-based result sorting.
- Created an encrypted file system based on B-trees for storing and quick access to data, suitable for SSDs and HDDs.
- Developed a cross-platform library of parsers for various formats, including PDF, DOC, PPT, and HTML, among others.

SKILLS

- **AI/ML:** AI agents, codegen (Codex, Claude Code, Windsurf), OpenAI agents, MCP, prompt engineering, embeddings, Hugging Face, document and data extraction with LLMs, multivariate forecasting, genetic algorithms
- **Software Engineering:** Python, C#, C/C++, full-stack development, system architecture, algorithm design
- **Cloud & DevOps:** AWS (compute, storage, identity, networking), CI/CD, observability (OpenTelemetry), Modal, GCP, Agile/DevOps practices, RBAC management
- **Product & Leadership:** product design, customer discovery, usability & gamification, process automation, team building/hiring/tech interview, mentoring, cross-functional leadership, monetization strategy, LiveOps, A/B testing
- **Games & Mobile:** Unity (C#), iOS/Android, in-app purchases, analytics/attribution, growth experiments, building 0-to-1 products.

EDUCATION

Zaporizhzhya State Engineering Academy
Master's in Software Engineering & Mathematical Modeling

- Graduated with Honors
- Winner, Best Authoring Software for Student Assessment (national university competition)

RESEARCH

- **LongListBench: A Benchmark for Long-List Entity Extraction Under Layout and OCR Noise** (under review)
- **Guaranteed Long-List Extraction via Item-Count Adaptive Chunking** (under review)
- **Agentic Activation Engineering: optimizing time-to-aha with synthetic users** (in progress)