

Chad Koslovsky

Product Engineer · Full Stack Lead · Systems Builder

Loveland, Colorado · chad@koslovsky.xyz · livekit.chad.koslovsky.xyz

APPLICATION TARGET

LiveKit

TARGET

Senior Product Engineer at LiveKit · Remote

PRODUCT ENGINEERING PROFILE

Product engineer and systems lead who takes ambiguous needs through usable software and reliable production operations. Work spans tenant-aware AI tooling, open-source products and realtime multiplayer systems, with direct ownership of interfaces, APIs, deployment and support.

CAPABILITIES

TypeScript · React · Next.js · Node.js · API design and integrations · Agents and tool orchestration · Kubernetes · Monitoring and observability · SQL and PostgreSQL

RELEVANT EXPERIENCE

Founder / Product Engineer / Systems Lead — Technomancy IT LLC | 2015-Present

- Own discovery, architecture, full-stack delivery, infrastructure and support for client-facing systems.
- Operate tenant-aware shared services, MCP integrations and access-controlled APIs for products and engineering workflows.

Senior Systems Engineer / Datacenter Architect — Front Range Internet Inc. | 2015-2019

- Led datacenter monitoring, recovery and escalations; codified deployment with Docker, Kubernetes, Terraform and Ansible.

Systems / Software Engineer — Office Evolution | 2013-2014

- Connected CRM, provisioning, onboarding and service operations through centralized applications.

Network Engineer — PlumChoice / Everon | 2011-2013

- Operated and troubleshot networks and endpoints across small-business client environments.

Infrastructure and Systems Focal — IBM | 2009-2011

- Served as infrastructure focal across enterprise environments, including Best Buy, Amtrak and USPS.
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PRODUCT & ENGINEERING WORK

AI IT support platform — Technomancy IT LLC | Current

- Build a Next.js, TypeScript and PostgreSQL platform spanning support, scheduling, billing, telemetry and AI-assisted operations.
- Design graph-backed retrieval and tenant-aware shared services with explicit access boundaries.

KTHX.fun / Ricoshot — Independent product work | Live product

- Built the complete arcade product, from frontend and multiplayer services to tutorials, rankings and commerce.
- Built its deterministic C++20 and WebAssembly engine, keeping clients convergent through lag, reconnects and replay.

Proofmark — Open-source project | Open source

- Built an AGPL signing product spanning UI, APIs, data, verification, audit history and PDF workflows.