

Daniil Fadeev — Lead Software Engineer

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SUMMARY

I've spent over eight years building products at large corporations and startups based abroad. I have a deep understanding of UI/UX, write backend code, design databases and lead teams of people and AI agents. I take on major technical and product initiatives and take responsibility for the outcome. I find common ground with business teams and engineers to build solutions that work today without creating problems tomorrow.

EXPERIENCE

Qonversion — Lead Software Engineer

07.2024 — Present · UK, remote (Russia)

I lead product initiatives from architecture to launch at a mobile app subscription platform.

- Expanded the public API from ~15 to ~100 endpoints, opening the whole product to integrations; the MCP server lets customers access it through agents.
- Cut agent environment setup from tens of minutes to minutes: an isolated app-and-database sandbox with restricted access, locally or in Docker, speeds up feedback and improves agent output.
- Shipped AI Insights for all users: LLM analysis of subscription metrics in the dashboard helps customers manage their apps better.
- Replaced PHP and Vue in the frontend with React: initial code size fell 50%, home page load time 30–40%; development is simpler and faster for agents and engineers.
- Made CI/CD about 3 times faster from merge to production.

Stealth Startup Group — Technical Lead & Frontend Architect

10.2023 — 07.2024 · UAE

Technical lead and architect at a venture studio, building products from scratch to launch.

- Built a shared platform for MVPs with templates, CI/CD and design guidelines, helping new products launch sooner.
- Built a team of four engineers, introduced asynchronous work and led MVP delivery.

Zulip — Software Engineer

02.2023 — 10.2023 · USA, remote (UAE)

On the core team of an open-source Slack competitor, delivered product changes for thousands of users.

- Modernized most UI components: migrated around 100 from legacy libraries and eliminated up to 90% of their bugs. Improved accessibility; fixed internationalization in the frontend and email notification backend.

Sberbank (Sberdata) — Senior Engineer

09.2019 — 02.2023 · Russia

Worked on enterprise Data Marketplace interfaces in the Big Data stream at SberData.

- Migrated complex checkout forms to Effector and React Hook Form, reducing unnecessary re-renders and simplifying state management.
- Helped the team redesign the app; systematically updated the design system, reducing support requests and bug counts by 30%.

Independent iOS Games — Co-founder & Product Manager

2015 — 2018

Created profitable iOS games: \$5,000 MRR, ratings of 4.7+ and top App Store rankings.

HOW I WORK

I use the terminal, Claude Code, Codex, MCP servers and CLI tools. I've written code in React, Go, PHP and Python. I can use Vue or plain HTML too — it depends on the task.

EDUCATION

Yandex Practicum — Advanced Frontend Development, 2021–2022.

School 42 Moscow — Computer Science, 2019–2021.

Plekhanov Russian University of Economics — 2014–2018.

Secondary school with a physics and mathematics focus.