

Sergii Butrii

Web & Mobile Developer · Angular, TypeScript, AI Integration

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PROFESSIONAL SUMMARY

Web and mobile developer based in Málaga, Spain, qualified in Multiplatform Application Development (Spanish Higher VET diploma, EQF level 5) and currently specialising in Artificial Intelligence and Big Data. Most recently five months on a two-person product team at Aliqindoi building ConneXIA, a natural-language data assistant, in Angular SSR, with AI integrated into both the product and the team's own workflow. Comfortable across the stack, from Angular and TypeScript to Node.js, PostgreSQL and Kotlin on Android, and self-taught in real-time 3D graphics. Native Spanish and Ukrainian, C1 English, looking for a first full-time developer role.

PROFESSIONAL EXPERIENCE

Software Developer

January 2026 – May 2026

Aliqindoi, Málaga, Spain

Second placement, dual vocational training programme · ConneXIA product team

- Built the web application for **ConneXIA**, a natural-language data assistant that lets non-technical users query a database by asking questions instead of writing SQL. Angular SSR, which I picked up for this project, with Angular Material, Tailwind CSS, DaisyUI and TanStack Query.
- Integrated AI into both the product and the team's own workflow: n8n flows for the product's AI features, and agents, rules, skills and MCP servers used daily to raise development throughput.
- Worked as one of two developers on the product, in Scrum ceremonies (daily stand-ups, sprint planning, demos and retrospectives), tracked in Jira and documented in Confluence.
- Benchmarked AI model performance across interfaces and context (inside the application against direct MCP access), and automated recurring team tasks and AI-assisted documentation with n8n, Puppeteer and Pencil.

Software Developer

March 2025 – June 2025

Aliqindoi, Málaga, Spain

First placement, dual vocational training programme

- Onboarding placement onto the company's stack: Angular, Ionic and Firebase for applications, and WordPress with WooCommerce, Divi and Gravity Forms for client sites.
- Took ownership of updating the company's own landing page in WordPress, the placement's main hands-on deliverable.

SELECTED PROJECTS

Volumine: embeddable 3D charts

2026

volumine.app · Next.js, React, TypeScript, Three.js, Supabase, PostgreSQL, Stripe, Tailwind CSS, Playwright

- Six chart types built from hand-authored Three.js geometry, with bevelled edges, real shadows and studio lighting, and no 3D charting library.
- The entire chart configuration is compressed into the URL, so a shared chart needs no database at all; the free tier and the developer API both follow from that one decision.
- The embed route ships zero cookies and zero third-party requests, under a 149 KB JavaScript budget the build enforces and fails on.

BookMatch: book marketplace, web and Android

2025 – 2026

bookmatch.club github.com/Sergiibut05/BookMatch-Proyecto-Intermodular · Angular, TypeScript, Express, Prisma, PostgreSQL, Firebase, Stripe, Kotlin, Docker · Final course project

- Deployed full-stack platform with a catalogue of roughly 1,000 books, shopping cart, Stripe payments and a user-to-user swap module.
- Angular front end over an Express/Prisma API on PostgreSQL, with Firebase authentication and a native Android client written in Kotlin.
- Discussion forums with comments and voting, AI-driven recommendations via n8n, GA4 analytics and CI/CD deployment.

SQL → 3D ER: queries as live 3D diagrams

2026

sql-prototype.vercel.app github.com/Sergiibut05/sql-prototype · Angular, TypeScript, Three.js, GLSL, d3-force-3d, FastAPI, Python, Vercel

- Parses and redraws the diagram as the query is typed: every table becomes a node and every JOIN a cable routed at right angles between them.
- Two parsers rather than one: node-sql-parser resolves in the browser and falls back to a Python sqlglot service only for dialects it cannot handle, so the common case never pays for a round trip.
- Particle-lit cables, bloom and vignette written as custom GLSL shaders on top of Three.js.

3D Portfolio: an interactive 3D world that runs in a browser

2026

sergii-butrii.com github.com/Sergiibut05/character-threejs · Three.js r183, WebGPU, TSL, GLSL, Rapier, Firebase, Howler.js, Blender, Vite

- A small island you can walk around, drawn in real time by the graphics card through a rendering pipeline I wrote on WebGPU in TSL: lighting, shadows, ambient occlusion, outlines, bloom and depth of field.
- Rapier physics for walking, climbing steps and colliding with the terrain, and instanced grass and trees with distance culling, so the scene stays smooth as it fills up.
- Built to work on cheap phones and not only good ones: adaptive quality tiers, Draco-compressed glTF models, and a loading screen animated entirely on the compositor so it keeps moving while the browser is busy. That more than halved the wait on a low-end Android.

EDUCATION

Specialisation Course in Artificial Intelligence and Big Data

2026 – Present

CPIFP Alan Turing with Accenture, Málaga TechPark, Spain

Spanish *Curso de Especialización de Grado Superior* (CE IABD), run by the Regional Government of Andalusia together with Accenture, with classes at Accenture's Building I+D6. Machine learning, AI programming and big data systems.

Higher VET Diploma in Multiplatform Application Development

2024 – 2026

CPIFP Alan Turing, Málaga TechPark, Spain

Spanish *Técnico Superior* (CFGS DAM), EQF level 5. Dual track: study at the college combined with placements at a company.

Upper Secondary Education, Science and Technology track

2022 – 2024

IES Capellanía, Alhaurín de la Torre, Spain

TECHNICAL SKILLS

LANGUAGES	Java, JavaScript, TypeScript, Kotlin, Python, SQL, HTML, CSS, GLSL
FRONT END	Angular, Angular SSR, Angular Material, React, Next.js, Ionic, Tailwind CSS, DaisyUI, Bootstrap, TanStack Query, Vite
BACK END & DATA	Node.js, Express, Prisma, FastAPI, PostgreSQL, MySQL, Firebase, Supabase
AI & AUTOMATION	n8n, AI agents, MCP (Model Context Protocol), AI model benchmarking, Puppeteer, Pencil
MOBILE	Kotlin, Android Studio, Ionic
GRAPHICS & 3D	Three.js, WebGPU, TSL, GLSL, Rapier, Blender
CMS	WordPress, WooCommerce, Divi, Gravity Forms
TOOLING & PROCESS	Git, Docker, CI/CD, Jira, Confluence, Scrum, Playwright, Stripe, GA4, Figma

LANGUAGES

Spanish (native) · Ukrainian (native) · English C1 (Cambridge C1 Advanced, 190 points)

CERTIFICATIONS

Three.js Journey	Bruno Simon · 2026
C1 Advanced (CAE), 190 points	Cambridge English · 2025
Modern JavaScript: Mastering the Language	DevTalles · 2025
Angular: Fundamentals, Advanced Concepts, Firebase and Angular	OpenWebinars · 2025
JavaScript: Async, Prototypes and Classes · Git · Bootstrap 5 · WooCommerce	OpenWebinars · 2025