

Andrey Pelipenko (KindeX)

Fractional CTO · Web3 & Game Architect · AI-Orchestrated Delivery

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SUMMARY

Architect and builder with 20+ years shipping products end to end across Web3, game development, real-time platforms and applied cryptography. I founded and ran a 35-person studio and co-founded one of the world's first blockchain games. Today I work as an AI orchestrator: I own the architecture, scope and review, and run Claude Code agents in parallel for implementation — that is how I took TaleCheck from an empty repo to a live paid product in under three months, solo. I take ownership of outcomes, not hours.

IOI 2002 Gold

International Olympiad in Informatics. ACM ICPC — best in the Baltics.

~2,300 commits

TaleCheck, solo with AI agents, under 3 months to a paid product.

5 blockchains

First game with cross-chain assets, built pre-ERC-721.

20,000 concurrent

Real-time chess platform, load-tested; owned end to end.

EXPERIENCE

Founder & Solo Architect — TaleCheck (talecheck.com)

Jul 2026 – present

- Static analysis for fiction: an LLM extracts the story's world model from a manuscript, the author reviews it like a pull request, and deterministic rules find plot holes.
- Built solo with Claude Code and parallel agents: ~2,300 commits in under three months; live with paid subscriptions and beta authors; four languages.
- TypeScript monorepo: NestJS, React reports, Telegram bot, BullMQ/Redis workers, PostgreSQL/Prisma, Anthropic API, GitLab CI, Cloudflare.

Fractional CTO & Solo Architect — Independent

2022 – present

- Technical partner to founders: fixed-scope builds, architecture reviews and technical due diligence across Web3, full-stack and game projects.

CTO & Co-founder — Roach Racing Club

Nov 2021 – present

- Web3 racing game from scratch: game design, tokenomics, Solidity contracts; hybrid on/off-chain architecture with a chain scanner and transaction manager in two-way sync with the database.
- Custom WebGL/Three.js engine for live races of 10 players; biologically inspired simulation (heart rate, oxygen, fatigue, track conditions); generative character system.

Architect & Project Lead (contract) — Dice Chess

Mar 2020 – Jun 2024

- Real-time chess platform with a dice variant: microservices, lobby, matchmaking, real-time sync; load-tested for **20,000 concurrent players**.
- Strict rules engine with automated tests for complex move logic; Java backend, Vue/TypeScript client. Owned end to end — scoping, architecture, managing a developer, launch.

CTO & Co-founder — Blockchain Cuties

Dec 2017 – May 2021

- One of the earliest blockchain games, built before ERC-721 was finalized; first game with cross-chain assets — I architected the multi-chain system: 5 blockchains, later extended to 7 on the same design.
- Game logic split between smart contracts and server with bidirectional chain↔database sync; custom multi-wallet connector years before RainbowKit; autoscaling DevOps, card payments.
- Hired and trained the team, ran code audits. #1 Ethereum Game (DappRadar, 2019), #1 TRON Game (DappRadar, 2018), Best Crypto Game (Crypto Games Conference, 2018).

Co-founder & CTO — MadSword

Aug 2012 – 2018

- Grew from lead engineer to running the studio; built and led a team of up to 35 (engineers, artists, designers, QA).
- Reusable Unity engine with a skin/content system that shipped 100+ games on one codebase; custom engines, multiplayer, anti-cheat, shaders; Java backend. Shipped on iOS, Android and Steam.

Co-owner & Technical Director — Zebrainy

2015 – 2020

- Educational games for young children; equity co-owner, bought out by partners in 2020.

Software Architect — whiteCryption, now part of Zimperium

2006 – 2012

- Code-protection translator turning ordinary source into tamper-resistant form; white-box RSA, ECC, SHA and AES.
- Designed the v5 architecture — composable, any algorithm in any order — still in production ~15 years later. Built a generative test framework that found bugs unit tests missed.

Programming Instructor — Progmeistars, Riga

2002 – 2011

- Nine years at Latvia's largest children's programming school; taught groups of ~12, developed a new PHP curriculum.

- Own games, engines and demoscene work (Steel, C++ engine — github.com/kindex/Steel). Solo-operated a live MMO server with a real-money in-game economy.

SELECTED PROJECTS

Antica	Voxel game and engine in Unity: world generation, meshing, chunk and physics systems. antica.land
Griddle	Real-time crypto price-prediction game: live market data, real-time sync, Web3 layer.
Steel Engine	C++ 3D engine from scratch — rendering, graphics, physics; powered the game Labyrinth.

TECHNOLOGY

AI delivery	Claude Code, multi-agent workflows, LLM pipelines (extraction, evals, cost control), Anthropic API
Full-stack	TypeScript, React, Next.js, Vue, Node.js, NestJS, Java (Spring, Hibernate), PostgreSQL, Redis, BullMQ, RabbitMQ
Web3	Solidity, smart contract design and deployment, tokenomics, dApp architecture, multi-chain sync, wallets
Games & 3D	Unity, C#, C++, custom engines, WebGL, Three.js, shaders, real-time multiplayer, game economy design
Infrastructure	Docker, CI/CD, AWS, Hetzner, Cloudflare, autoscaling
Foundations	Software architecture, applied and white-box cryptography, high-performance algorithms

EDUCATION & AWARDS

- **University of Latvia** — M.S. Computer Science, 2002–2008. Theses on 3D physics simulation and a 3D game engine; Microsoft e-Dimensija finalist (2006).
- **IOI 2002 — Gold medal**, International Olympiad in Informatics, Yongin, Korea. **ACM ICPC 2002 NEERC** — best in the Baltic States.
- 1st place, 12th Tournament of Computer Programs (2003). Golden Grant, Riga City Council (2002).

LANGUAGES

English — strong written, conversational spoken · Russian — native · Latvian — conversational