

Denis Orlov

Fractional CTO & Engineering Lead · Remote B2B · Part-time or full-time

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Summary

Hands-on fractional CTO and engineering lead for product architecture, technical delivery, cloud infrastructure and team standards.

Covers the path from product decisions to production operation without stepping away from the code.

"Denis is an incredibly talented developer, who's been leading our platform development and been a big part of our success." — Samuel Huber, founder of Landvault

Experience

FreakoutAI Mar 2025 – present

CTO & Founder

United Kingdom · Remote

Built the product end to end, AI 3D generation and immersive showrooms for e-commerce: the architecture, the interface, and everything underneath both.

- Company award: Digital StartUp of the Year (South West), UK StartUp Awards 2026, from 2,000+ entrants across 22 categories.
- Introduced document-driven development, backed by automated checks, and wrote the standards the repositories run on.
- Built the agent stack the product runs on: a supervisor that routes model calls, a guardrail classifier, and a runtime intent fallback.
- Run the production and staging platform on AWS: containers, edge, storage, queues, mail, monitoring and secrets.
- Built the paid side of the product: subscription plans, credit packs, entitlements, and the ledger underneath them.
- Documented the AI system inventory, risk classifications, provider evidence and open control gaps for EU AI Act readiness.
- Developed a Three.js WebXR runtime with headset entry, controller input, teleportation, collision and safe spawn.
- Live on the Shopify App Store since January 2026.

Infinite Reality (formerly Landvault)

Dec 2023 – Mar 2025

Principal Engineer

Contract · London · Remote

Led architecture and front-end development for the platform, across 15+ AI and Web3 projects.

- Mentored a team of 10 engineers, and set the code standards and the review process they worked to.
- Owned the release pipeline and platform stability.
- Set the Next.js architecture and the conventions the codebase was held to.
- Stayed in the Principal role through Infinite Reality's US\$450M all-stock acquisition of Landvault.
- *"His deep understanding of modern web technologies, performance optimization, and best practices made a significant impact on our projects."* — Marcin Gierlak, VP of AI & Engineering, direct manager

Landvault

July 2022 – Dec 2023

Senior Frontend Developer

Contract · London · Remote

Front-end delivery on the platform as the product moved from advertising into immersive 3D and Web3 experiences.

- Built and owned the shared component library the rest of the team built on.
- Led delivery of browser-based metaverse projects.

Admix (merged into Landvault)

Dec 2021 – July 2022

Senior Frontend Developer

Contract · London · Remote

Front-end for the advertising platform, on the admin and internal side.

- Owned the admin surface and the internal tooling the rest of the team worked in.
- Built the platform's Web3 integrations.
- Carried the work through the merger into Landvault.

TrueCare24

Dec 2018 – July 2022

Lead Full Stack Developer

Contract · San Francisco · Remote

Led development of telehealth tools through the pandemic, including a digital vaccination passport and regional registration systems.

- Owned technical delivery and deployments across a fully remote team.
- Built to HIPAA requirements for handling patient data.
- Established the coding standards and the automated test suite, and mentored the developers working to them.
- Ran hiring and onboarding on the engineering side.

Universal Technical Systems

Dec 2015 – Nov 2018

Director of Front-End Engineering

Full-time · Remote

Led front-end engineering for national-scale vehicle inspection and diagnostics platforms across Russia and the CIS.

- Built the inspection system adopted by 500+ service centres.
- Delivered a document and payment management system used in 200+ facilities.
- Set the front-end architecture the team worked to.

Freelance

July 2013 – Dec 2018

Full-Stack Engineer

Self-employed · Remote

Independent practice, several clients at a time, alongside an in-house engineering lead role.

- Delivered 50+ full-cycle projects, from first commit to production.
- Built sites for World of Tanks, Sokolov Jewelry, Moscow State University and Russian Railways.
- Built regional medical appointment booking platforms used across Russia.
- Modernised legacy codebases and kept them running.

Skills

Architecture: Design systems, component libraries, release pipelines, front-end performance, technical leadership, mentoring

Cloud & delivery: AWS ECS Fargate, ALB, CloudFront, S3, Route 53, ACM, WAF, SES, SQS, EventBridge, CloudWatch, ECR, Parameter Store, Docker, Turborepo, Vercel, GitHub Actions

AI: LLM integration, agent orchestration, supervisor and guardrail patterns, content provenance, C2PA, EU AI Act readiness

Core: TypeScript, JavaScript, React, Next.js App Router, SSR, Node.js, Express

Backend & data: REST, GraphQL, Prisma, MongoDB, PostgreSQL, Redis, WebSockets

Commerce: Stripe, Shopify App and Billing

Front-end: Tailwind CSS, Material UI, HeroUI, styled-components, Jotai, SWR, Framer Motion, PWA

3D, XR & Web3: Three.js, WebGL, React Three Fiber, Unity, WebXR, React Three XR, VR headset input, controller input, viem, wagmi, Sign-In with Ethereum

Also: Python, Figma

Education

Adyghe State University, Specialist Diploma in Applied Mathematics and Informatics — five-year programme – Maykop, Russia

2010 – 2015

Languages

English — professional working proficiency, used daily at work. Russian — native.