

EVGENII VAGUROV

Principal / Staff Software Engineer

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SUMMARY

Software engineer with 20 years of experience building real-time video and streaming platforms across the full stack. Deep expertise in WebRTC, video pipelines, and TypeScript/Node.js architecture. Currently extending into LLM-powered and agentic systems as a solo founder of an AI product. Track record of designing systems from scratch, leading engineering teams of up to 8 people, and growing departments. Comfortable owning end-to-end delivery — from architectural decisions through hands-on implementation, code review, and mentorship.

EXPERIENCE

Principal Engineer

Feb 2024 — Present

TMRW Spain SLU — Alicante, Spain · 3D video call platform

- Own end-to-end design and implementation of the video recording subsystem on a platform serving thousands of active users.
- Designed and built the project's UI kit from scratch, establishing the shared design system used across client applications.
- Drive improvements across the video transmission pipeline, working on recording, processing, and storage components on both backend and frontend.
- Align technical decisions with a cross-functional team of 2–5 engineers; conduct code reviews and provide technical guidance to peers.
- **Stack:** TypeScript, Next.js, Redux, RxJS, WebRTC, tRPC, NestJS, PostgreSQL, Redis, RabbitMQ, Cloudflare SFU, AWS, GitHub Actions.

Senior Software Engineer

Aug 2021 — Feb 2024

Aporia — Ekaterinburg · Consumer video streaming products

- Delivered features across three consumer-facing video streaming applications used by a mass-market audience.
- Worked across web and mobile clients, contributing to product surfaces ranging from streaming playback to user-facing controls.
- **Stack:** TypeScript, Next.js, MUI, Redux/RTK/Saga, WebRTC, REST API, React Native.

Head of Frontend Department

Sep 2019 — Aug 2021

CIT — Ekaterinburg · Custom software for government and private sector

- Founded and grew the frontend department from zero to a team of 6–10 engineers delivering 3–5 projects in parallel.
- Owned hiring, onboarding, performance reviews, and individual growth plans across the department.
- Led project teams of 2–3 frontend developers, driving architecture decisions, code reviews, and hands-on development on critical paths.
- Established frontend standards, tooling, and review practices used across all department projects.

Head of Department

Jun 2015 — Aug 2019

Tensor — Ekaterinburg · Webinar platform with P2P video

- Designed the architecture for a webinar system supporting hundreds of concurrent participants per room, using WebRTC DataChannel for P2P video distribution and MPEG-DASH for fallback streaming.
- Built the MVP single-handedly, then grew and led an engineering team of 5–8 developers as technical owner of the project.
- Responsible for hiring, onboarding, code reviews, and implementation of complex subsystems.
- Public talk on the architecture (in Russian): [youtube.com/watch?v=n57PC59wBZI](https://www.youtube.com/watch?v=n57PC59wBZI)
- **Stack:** JavaScript, Node.js, Kurento Media Server, WebRTC, MPEG-DASH.

Head of Development

Jan 2013 — May 2015

P2P Technologies — Ekaterinburg · [hybinar.ru](#) (Hybrid Webinars)

- Designed and built the [hybinar.ru](#) product from scratch: server-side (Node.js + MongoDB), desktop client (NW.js), and web client (Angular/Backbone).
- Managed the development team and owned all major technical decisions.
- **Stack:** Node.js, MongoDB, Backbone, Angular, RTMP, NW.js.

Senior Software Engineer

Apr 2011 — Jan 2013

P2P Technologies — Ekaterinburg · Cross-platform desktop apps using Python, WebKit, gStreamer with HTML5/CSS/JS UIs.

Founder

Feb 2006 — Mar 2011

PositiveSoft — Ekaterinburg · Founded and ran a web development agency; client work, project management, end-to-end delivery.

PROJECTS

Quollo AI — Founder (solo)

2026 — Present

[quollo.ai](#) · AI interviewing copilot for European hiring teams

- Building a B2B SaaS platform that helps hiring teams run structured interviews, capture insights automatically via AI, and stay compliant with GDPR and the EU AI Act.
- Sole engineer end-to-end: product design, frontend, backend, AI pipeline, infrastructure, and deployment.
- Designed agentic workflows for interview-plan generation, real-time follow-up suggestions during live calls, and post-interview AI reports with hire recommendations.
- Integrated video calling, recording, and Q&A-to-timeline mapping — reusing deep WebRTC and video-pipeline experience in a new domain.
- **Stack:** TypeScript, Next.js, NestJS, LLM APIs (OpenAI / Anthropic), Speech-to-Text, AWS (Bedrock, Lambda, S3), PostgreSQL, WebRTC.

TECHNICAL SKILLS

Languages	TypeScript, JavaScript, Node.js, SQL
Frontend	React, Redux / RTK, Next.js, RxJS, React Native, HTML / CSS / Web APIs
Backend	NestJS, Node.js, REST / OpenAPI, GraphQL, tRPC, RabbitMQ
Data	PostgreSQL, MongoDB, Redis
Video / Real-time	WebRTC, Cloudflare SFU, Kurento, MPEG-DASH, RTMP, video processing
AI / LLM	OpenAI & Anthropic APIs, AWS Bedrock, agentic workflows, Speech-to-Text, prompt engineering
Infrastructure	AWS (Lambda, Bedrock, S3), GitHub Actions, CI/CD

EDUCATION

Bachelor of Technology

Ural Federal University — Ekaterinburg, 2005
Design and Technology of Radioelectronic Equipment

LANGUAGES

English — B2 (Upper-Intermediate)
Russian — Native