

Nick Blokhin

Tech Lead / Engineering Manager

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Engineering leader with 25+ years in software development and 8+ years leading teams. I combine hands-on architecture work (JavaScript, Python, Rust, Go, cloud services) with people management: technical strategy, planning, coaching, and keeping delivery aligned with business goals.

EXPERIENCE

GoBolt — Tech Lead Manager

Apr 2025 – Present

Full-time · Canada · technology-driven logistics company, warehouse operations

- Built and launched a warehouse mobile app and its backend/API from scratch — from architecture and technical planning to production rollout.
- Lead the engineering team behind it: design reviews, coaching engineers, and keeping delivery aligned with product and business goals.

Instock — Software Architect & Team Lead

May 2021 – Apr 2025

Full-time · US · fulfillment automation (AS/RS)

- Designed the entire cloud platform (frontend and backend) for fulfillment automation and led its implementation with a team of 5 engineers: service boundaries, API design, scalability, reliability.
- Guided the architecture end-to-end: design and code reviews, cross-system problems, maintainability; day-to-day work around JavaScript, Go, and cloud services.

Takeoff Technologies — Tech & Team Lead

Sep 2018 – Apr 2021

US · eGrocery fulfillment platform

- Led a team of 7 engineers that owned all customer-facing websites and mobile apps of the eGrocery platform.
- Owned technical planning and delivery strategy, architecture and integration decisions, and code and design reviews; coached engineers and tracked team goals and metrics.

Takeoff Technologies — Principal Software Engineer

Jul 2017 – Sep 2018

- Owned architecture and APIs for iOS and Android apps, including the full App Store and Google Play publishing flow; provided technical guidance and code reviews for the team.

CartFresh — Senior Software Engineer

Dec 2011 – Jul 2017

US · eGrocery startup, Techstars Boston '15

- Built courier/logistics management systems, a mobile app from scratch, and the frontend and backend of an e-commerce platform; represented the company at Techstars Boston Accelerator.

Earlier roles — Software Engineer / Developer

Sep 1998 – Nov 2013

E-commerce, media, and research projects at Ar Vors Ltd (UK), Club Media Systems (UK), 42 Coffee Cups (EE), Original Coding (EE), and as a freelancer — from Assembly and C to PHP, Ruby, and Python.

KEY SKILLS

JavaScript since 2009

Vue.js, React, Node.js, Three.js, D3.js, Vite

Python since 2006

Django, Flask, aiohttp, SQLAlchemy, NumPy, OpenCV

ALSO

Go (since 2021): backend services, cloud-side tooling

Rust (since 2023): Tauri 2, systems tooling

Swift (since 2014): SwiftUI, UIKit, App Store releases

Databases: PostgreSQL, MySQL, MongoDB, Redis, SQLite, Elasticsearch

Cloud & servers: AWS, Google Cloud, Azure, Debian/Ubuntu, Nginx

Practices: Scrum, Kanban, TDD, code review, i18n/l10n

PERSONAL PROJECTS

Zero to MVP

YouTube channel (30,000+ subscribers) about AI and developer tools

Prompt Vault

Open-source collection of coding prompts and project specs for benchmarking LLMs

Texodus

Cross-platform Markdown editor — Tauri 2 (Rust) + Vue 3

Kivarion

Desktop password manager (KeePass format) — Tauri 2 (Rust) + Vue 3

macOS & iOS apps

Six apps shipped to the App Store: Avirium, Macongo, Ramac, and more