

Nikita Sluchak

nsluchak@gmail.com | Denver | nsluchak.com

TECHNICAL SKILLS

Languages: Ruby, Rust, TypeScript, Go, C, SQL

Rails: Rails 8, Solid Queue, Sidekiq, Pundit, Minitest, RSpec, Devise

Web & Infrastructure: React, Inertia.js, Astro, Tailwind, PostgreSQL, SQLite, Docker, Kamal, Cloudflare, Sentry

Integrations: Stripe, RESO Web API, RETS, Discord API, Riot Games API, OAuth

EXPERIENCE

TRIBUS

Aug. 2025 – Present

Customer Support Specialist

Support Dashboard | *Rails 8.1, Solid Queue, Inertia.js, React, TypeScript, Stripe*

- Built a **Stripe** billing dashboard to support a product launch, replacing manual Postman invoicing and customer creation. Enabled T1 Support to **safely send 200+ invoices totaling over \$170,000**.
- Migrated **240 WordPress websites** to the Displet CMS, including **650+ pages, 3.4k+ posts, and 5.6k+ media files**.
- Built a Ruby **SDK** for the **Displet APIs**, with retries, rate limiting and automatic token refresh.
- Integrated four **MLS feed** types (Spark, Bridge, Trestle and RETS) behind one adapter interface.
- Automated recurring support work: single-property website (SPW) creation, stale SPW clean up, and email verification.
- Built a Ruby **DSL** for self-serve support tools. Designed with **Convention over Configuration** in mind: tools are auto-loaded from a directory and accessible through UI. Tools include CSV exports, bulk CMS edits, and IDX links.

PROJECTS

SOLOCARRY

Jan. 2026 – Present

Rust, Axum, SQLx, PostgreSQL, Astro, Cloudflare

- Originally built in **Ruby on Rails 8**. Migrated to **Rust** to share types with the other Rust applications.
- Built the API as a **modular monolith** with a generated **OpenAPI** contract and typed Rust and TypeScript clients.
- Deploys with **Kamal** to a **VPS** proxied behind **Cloudflare**, with the **Astro** site on Pages and **Sentry** monitoring.

Scribe

May 2026 – Present

Rust, Tauri 2, React, TypeScript, SQLite

- Automatically records supported games, with live **League of Legends** game events synced to the video.
- Seekable timeline of game events, a team sheet, per-track audio mixing, variable-speed playback, and clip exports.
- Supervises **headless OBS recorder** instances for crash-resilient recording.
- Streams 1000 Hz mouse input in a custom binary format, cutting 30 minutes of data from about **240 MB to 30 MB**.
- Auto-updates through **Velopack**, with staged releases built and later promoted by **GitHub Actions**.

Headless OBS Recorder

May 2026 – Present

Rust, C, libobs (OBS Studio 32), Win32, DXGI, FFI

- Forked **OBS Studio 32** and built it headless. Designed to run as a separate, supervised process to keep GPL boundaries
- Full recording control over IPC: scenes with game, window and monitor sources, per-source audio tracks, output formats, and hardware encoders (NVENC, AMF, QSV).

Discord Tools | *Go, Discord API*

- **Reactive Discord:** a library that binds Discord server state to application state. Powered a live orders bot.
- **Discord CMS:** builds categories, channels and styled embeds from a folder of markdown files. Used for FAQ channels.