

Levente Kecskeméti

FULL-STACK + AI DEVELOPER

I take ideas from zero to shipped. Tuned for speed, cost, and quality.

Miskolc, Hungary

leventekecskemeti@gmail.com · leeevi.dev · linkedin.com/in/leeevi · github.com/itsleeevi

EXPERIENCE

Founder · HitUp AI 2025 - Present

- Built an AI lead-gen pipeline that refines 12K+ B2B contacts → exactly 100 ranked, fully-enriched leads per run, each with source citations and an AI “why this lead” note.
- Powered ranking with semantic search over OpenAI embeddings and cross-encoder ranking, plus live web enrichment via Perplexity & Brave APIs, built in Python on Modal.
- Optimized for speed and cost with serverless autoscaling, batching, async execution, adaptive rate limiting, connection pooling, caching, and tiered processing profiles.
- Shipped a Next.js platform (shadcn/ui, Tailwind, Supabase) with a lead-scoring dashboard, enrichment drawers, real-time progress, and a conversion-focused landing page, secured with Supabase Auth and row-level multi-tenancy and monetized with tiered Stripe billing (subscriptions and webhooks).

Full-Stack Developer · RegenRate 2024 - 2025

- Built a multilingual farmer operations platform (Next.js + Supabase) with full i18n for multiple European regions: revenue tracking, farm data management, growth stages, and visual insights.
- Trained XGBoost / Random Forest classifiers for land classification and crop-suitability prediction, served through Python FastAPI endpoints deployed on Azure alongside analytics and Stripe-gated land-analysis APIs.
- Turned satellite imagery and NDVI time-series into interactive D3.js charts and Mapbox maps rendering GeoJSON parcel borders, with tile caching and lazy-loaded map layers for smooth rendering of heavy geospatial data.

Co-Founder & Full-Stack Developer · Unveiled Tech 2021 - 2024

- Co-founded a 3-person team (two founders and a designer) and led development of a real-time 2D MMORPG, taking it from concept to live release.
- Built the multiplayer game client in Unity / C# with server-authoritative netcode using the Mirror networking library for real-time state sync across players.
- Deployed and operated the game servers on AWS EC2, along with the supporting Next.js / Node.js web platform.

Full-Stack Developer · Freelance 2020 - Present

- 5+ years building full-stack products, dashboards, APIs, auth, and payments for international clients end-to-end with Next.js/React (TypeScript), Node.js, and Python (FastAPI).

SKILLS

LANGUAGES	TypeScript · Python · C# · SQL
FRONTEND	Next.js · React · Tailwind CSS · shadcn/ui · Radix UI · D3.js · Mapbox · React Flow · Zustand
BACKEND	Node.js · FastAPI · Fastify · REST & GraphQL · WebSockets / Socket.IO · ORMs (Prisma, Drizzle)
AI & ML	LLM pipelines & orchestration · RAG · embeddings & vector search · cross-encoder ranking · structured outputs / tool calling · OpenAI / Claude / Perplexity APIs · XGBoost / Random Forest
DATA & INFRA	PostgreSQL · Supabase · Stripe · Modal · Docker · AWS · Azure · Railway · Neon · Vercel · pnpm + Turbo
TOOLING	Git · Linear · Cursor / Claude Code · Testing / CI · Figma

EDUCATION

Computer Science Engineering (coursework), Budapest University of Technology and Economics 2016 - 2019

Computer Science Engineering (coursework), Óbuda University 2020 - 2021