OLEKSANDR ZARUTSKYI

Generative AI Pipeline Engineer — local video/image generation + Python automation

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PROFILE

I build generative pipelines that run on local hardware and are wrapped in code, not in prompts.

Ten years of motion design and video production first, Python and AI engineering on top of it — so I both build the pipeline and can tell whether the frame it produced is usable.

Now: end-to-end video production on one RTX 5070 Ti (16 GB), orchestrated by Python and my own local agent — ~10 videos a week to three YouTube channels. No cloud, no per-token cost.

WHAT I DO

Generative media
ComfyUI (Z-Image, Krea 2, Qwen-Image Edit), style LoRAs, LTX video and seamless loops, LipSync, multi-voice TTS, AI music (YuE), VRAM budgeting, quality gates; ffmpeg, −14 LUFS, YouTube Data API.

Python & ops
asyncio, Flask, FastAPI, aiogram 3, SQLAlchemy 2.0, pytest, Electron; Linux, systemd, VPS, git.

LLM engineering
Local models via Ollama, function calling, tool routing, RAG (Chroma), evaluation on measured benchmarks rather than impressions.

Production craft
After Effects, Premiere Pro, Photoshop, Illustrator, Figma, performance creatives for Facebook Ads, sound recording and mixing.

EDUCATION

Master's degree — Finance and Credit / International Economics
Institute of Ecology, Economics and Law, 2017

LANGUAGES

Ukrainian — native
Russian — native
English — technical reading and written communication (A2–B1, improving)

SELECTED WORK

Experiment: three faceless YouTube channels to monetisation · own project, since October 2026

Goal: take three channels in different niches to the Partner Program threshold with a pipeline on one GPU. Niches chosen from data (API scouting of breakout channels), results read from YouTube Analytics to decide what to change. Monetisation not reached yet — the experiment is running. **33 videos published in four weeks:** 7 long-form history documentaries (*Ages Lived*, 15–23 min), 8 music mixes of 36–60 min with original AI-generated tracks (*Side A Nights*), 18 narrated horror shorts.

- **One command per stage** — research → script → storyboard → illustrations in a fixed channel style (LoRA) → LTX animation → multi-voice narration → original music → subtitles → packaging → scheduled upload via API with synthetic-media disclosure.
- **Gates by measurement, not by eye** — loop-seam check on animated covers; vocal gate on generated songs (Whisper + log-prob, 11/11 tracks passed first try); subtitle timing from the script's own cue scale after Whisper proved 1.1–1.6 s early; render size cut from 18 GB to 0.57 GB per hour.

Miks — autonomous local AI agent · own product, since May 2026

Desktop assistant: Electron front end + Python backend, running entirely on local models. **115,000 lines of Python, 2,300+ tests, 730+ commits.**

- **Verification by execution** — generated code is run and checked; one autonomous run produced 34 working artifacts and repaired broken code in 3 iterations without hints.
- **Tool router** — 100+ skill schemas cut to 9–12 per request (~19k → ~1.5k tokens), 37/37 on a dedicated benchmark.
- **Anti-hallucination gates** — catch answers asserting what the data never contained; each came from a real incident and is locked by a test.

Stack: Python, Flask, SocketIO, Ollama, Chroma, pytest, Electron, SQLite.
The tool router is published standalone, with its benchmark and 24 tests: github.com/thepass3r/llm-tool-router

Kiss & Tell — social-first online store, built and run solo · adult wellness e-commerce (18+), Ukraine, since June 2026

- **Store** — Telegram bot with a Mini App catalogue of 9,000+ products imported from the supplier's export; cart, checkout, admin notifications and link-click statistics. Python, aiogram 3, async SQLAlchemy; runs 24/7 on Oracle Cloud under systemd.
- **Content** — product photos and reels generated locally from supplier shots (Qwen-Image Edit with reference images, own consistent models), every frame checked by eye; brand voice, content plan, Instagram, Threads, Facebook, TikTok.
- **Autoposting** — 3 posts a day to Instagram, Threads and Facebook through the official Meta APIs: server-side queue, cron, auto-renewed tokens, resumable steps so a retry never double-posts.
- **Measured, not assumed** — a one-line question on Threads drew 117–460 views against 5–16 for product posts, so the strategy moved to conversation first. Next bottleneck, found by click tracking: audience grows, conversion into the store does not yet.

EXPERIENCE

Generative AI / Automation Engineer — own projects
2025 – present

Local generative video pipelines, Python automation and SEO tooling; since May 2026 — Miks, an autonomous agent built on local models; since October 2026 — automated production for three YouTube channels.

Creative Designer — affiliate marketing company (media buying, in-house)
May 2023 – January 2026

Performance creatives for Facebook Ads in a paid-traffic team: static and video ads, motion design, AI-generated video (LTX, LipSync), fast iteration on concepts under media-buyer feedback. Two and a half years in-house, remote.

Motion Designer / AI Content Creator — freelance
2022 – present

Logo animation, After Effects templates, banners and posters on commission; from 2024 increasingly AI-assisted video and image production under the FilmKit Studio name.

Earlier: motion design, video production and sound engineering — 2017 – 2022.