ALMOG KOREN

Senior Product Engineer · End-to-End Features: UX, Frontend, Backend · TypeScript, Go & LLMs

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Authorized to work in Estonia (EU) · Remote across EU and US time zones · Open to relocation

SUMMARY

Product engineer with 15+ years shipping full-stack software. I take features from start to finish: talking to customers, UX and user flows, frontend, backend, launch, follow-up and KPI tracking. At DogBase (Techstars '23) I work directly with K9 handlers, decide what to build, build it across web, mobile and backend, measure it in Mixpanel, and answer the support tickets myself. In the last 12 months I shipped 22 production releases and 400+ merged pull requests, and the product grew with zero paid acquisition to teams in 15+ countries. I work across TypeScript, SvelteKit, React, React Native, Go and Google Cloud, and ship LLM features that teams use every day. DogBase now runs as a side project, and I am looking for a full-time Senior Product Engineer role at a product-led company.

CORE SKILLS

Product & Growth: Customer discovery and user interviews · UX and user flows · KPI tracking · Product analytics (Mixpanel event design, group analytics) · Activation and trial onboarding · Lifecycle email (Resend) · In-app messaging and surveys · Engagement scoring · Feedback loops (Help Scout, Fider) · Pricing and packaging

Frontend & Mobile: TypeScript · SvelteKit · React · React Native (Expo) · Next.js · Tailwind CSS · Flutter · iOS & Android · Offline-first sync · Maps and GPS · BLE

Backend & Data: Go · Node.js · Python · REST, gRPC & webhooks · PostgreSQL · Firestore · BigQuery · MongoDB

AI in Product: LLM features (Vertex AI, Gemini, Claude, OpenAI) · RAG · Agents & tool use · MCP servers · Evals & guardrails · Token-cost engineering · Computer vision

Shipping & Quality: Cloud Run · Firebase · GCP IAM · Docker · GitHub Actions CI/CD · Playwright · Vitest · Sentry · Staging & production environments · Monorepo · AI-assisted development (Claude Code, Copilot)

EXPERIENCE

Founder (CEO & CTO) | DogBase (Techstars '23) **Dec 2022 – Present**

Tallinn, Estonia (remote-first) · AI-powered B2B SaaS for professional working-dog teams (law enforcement, search & rescue, detection, sport), used in 15+ countries; now run as a side project

- Took features from idea to adoption. For the **Health Center** I specced it with handlers, mapped the UX and user flows, built the Go API and SvelteKit screens (temperature trends, vaccinations, vet visits), tracked usage in Mixpanel, nudged teams by email and announced it in-app and on the blog.
- Instrumented **Mixpanel** across the web app, Go backend, AI engine and Cloud Functions, with account-level group analytics and a CI check that fails the build when an event is missing from the tracking plan.
- Built a **30-day trial onboarding email sequence** gated on behavior (it skips features a team already uses and waits until there is data), plus feature nudges, trial-expiry and help check-in emails.
- Shipped **22 production releases in the last 12 months** (about two a month) and merged **400+ pull requests**; moved six code repositories into one monorepo with automated tests and staging and production.
- With zero paid acquisition, teams logged **350K+ training minutes** (up 39% in six months), with **35% signup-to-active conversion** and ~70-minute average training sessions.
- Built an **internal admin dashboard**: a daily "Today" action queue, sales analytics, renewals, plan requests, email performance by template and a daily engagement score for every account.
- Added **in-app news updates**, an **onboarding survey** split by paying and non-paying customers, a Fider feedback board, and support I ran myself on **Help Scout** (knowledge base and release notes).
- Built **Intelligent Journal**, DogBase's entry in Google's **Gemini API Developer Competition** (2024): session summaries, multi-session progress recaps and AI dog booklets, with structured output and validation. Took **AI Vision** (computer vision on dog video) to production and designed the **RAG architecture** for a co-pilot.
- Built the full stack: SvelteKit web app, Flutter mobile app, Go microservices on Cloud Run, Firebase, BigQuery and Paddle billing. Now rebuilding mobile as an offline-first **React Native (Expo)** app with GPS trails and offline maps.
- Built for police and government buyers with GDPR, role-based access control, GCP IAM, encryption and audit logs.
- Led a distributed team of up to 10 engineers; set code standards and an AI-assisted workflow (Claude Code, MCP servers, CLAUDE.md context system). Won the **Latitude59 2026** pitch competition; NVIDIA Inception.

Product Engineer & Fractional CTO (Contract) | Almog Development Studio **May 2020 – Present**

Remote · Product builds for startups in health-tech, Web3, security, fintech and real estate

- **Midved:** built a cost-engineering firm's dev team from nothing; hired its AI engineer, shipped its first AI project.
- **Donisi Health:** Flutter health-monitoring app (iOS + Android) streaming BLE data from medical-grade wearables, shipped to the App Store and Google Play.
- **ArDrive:** Flutter Web3 app on Arweave with encrypted file management and wallet integration. **Lineups.io:** analytics platform MVP (Meteor, React, Node.js) for multifamily real estate.
- **AppInsight:** customer-facing app on top of a mobile security vulnerability engine for enterprise clients.

Senior Software Engineer & Team Lead | Boral **Jan 2019 – May 2020**

Sydney, Australia

- Led an 8-engineer team building Boral Connects, the customer platform of Australia's largest construction materials company; worked with product and business owners to turn requirements into specs.
- Achieved **65% faster deployments** and **$500K annual savings** through CI/CD, automation and Agile adoption.

Senior Software Engineer | Premonition.io **Jun 2018 – Jan 2019**

Sydney, Australia

- Built the Ember.js frontend dashboard for a real-time predictive logistics platform.

Senior Software Engineer | Sitemate (Construction Cloud) **Jun 2017 – May 2018**

Sydney, Australia

- Built the core mobile app from scratch (React Native) with offline-first sync for construction job sites.
- Introduced Jest snapshot + Detox E2E testing: **30% reliability improvement** and **40% fewer user-reported bugs**.

EARLIER CAREER

Founder & Engineering Consultant | Almog Design Studio, Remote · 2015 – 2017
Boutique consultancy for web, mobile and brand work; clients included Nokia, Intel, Wix and Cvent.

CTO & Co-Founder | Platfarm · Scoreoid, Tel Aviv · 2012 – 2015
Platfarm: Techstars-backed agri-tech taken from concept to paying customers, exited via share sale. Scoreoid: gaming backend-as-a-service with a 4,500+ developer community.

Product Manager & Team Lead | Enabley (Time To Know), Tel Aviv · 2014
Led a 12-person engineering team; moved the org from outsourced to in-house development.

SPEAKING, OPEN SOURCE & COMMUNITY

NYS Technical Rescue Conference, Oriskany NY (2026) · Foreign Founders Meetup, Tallinn (2026) · International Police K9 Conference, Las Vegas (2025) · NASAR SARCON (2024) · World Police Summit, Dubai (2024, AI in K9 workshop) · Frontex, Kraków (2024) · DroidCon, Tel Aviv · Casual Connect, Hamburg & Kyiv

Open source Claude Code tools (github.com/isAlmogK): trustbut, which checks whether an AI agent's tests prove its change (run across 201 merged PRs), plus Apprentice and margin. Writes about AI agents in production (almog.io/writing) and about AI and data in working-dog training (dogbase.co/blog). Founded the Meteor Tel Aviv and Flash/Flex Israel developer communities (500–650+ attendees); sponsors included Wix, Adobe, Yahoo and RIM.

EDUCATION & MILITARY SERVICE

Associate Degree, Interactive Media | Kinneret College

Special Forces · Team Leader, Communications & Medic | Israel Defense Forces

Engineer & Boat Coxswain, Honor Graduate; Section Leader, 50+ sailors | US Navy

Active SAR K9 Handler | Operational search & rescue with a Belgian Malinois

Languages: English (native)