Bibek Timsina

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AI full-stack engineer with 7+ years of experience building production web, mobile, and LLM-powered products for remote teams. Lead Engineer for Proma.ai at Growthzilla; previously co-founded Khellabs and built Callbreak Multiplayer to 1,000,000+ Google Play downloads.

EXPERIENCE

Growthzilla Jul. 2022 – Present

Lead Engineer, Remote (US based team)

- Lead engineering for Proma.ai, an AI productivity platform built with a remote US-based team.
- Own full-stack product architecture across TypeScript, PostgreSQL, LLM integration layers, and Cloudflare deployment.
- Built prompt/tooling infrastructure, real-time collaboration features, and maintainable production AI workflows.
- Ship end-to-end product work from ambiguous requirements through production deployment.

Khellabs Jan. 2020 – Jul. 2022

Co-Founder and CTO, Remote

- Co-founded and built Callbreak Multiplayer from zero to 1,000,000+ downloads on Google Play Store.
- Architected Firebase-backed real-time multiplayer infrastructure for matchmaking, private rooms, and rejoin flows.
- Optimized data synchronization/read patterns and led product iteration across analytics, retention, launch, and marketing.

Earlier Flutter Engineering - Acme Software and Hamro Patro Jan. 2019 – Dec. 2020

Mobile Application Developer / Flutter Developer

- Built cross-platform Flutter applications for client products, including a podcast app with offline playback.
- Prototyped Flutter integration inside an existing native Android app and wrote unit/integration tests.

SELECTED PROJECTS

Doodleblaze Cloudflare Workers, Durable Objects, Workers AI

- Built a real-time multiplayer drawing game judged by Cloudflare's Clef decision model: one Durable Object per room, server-side stroke rendering, and a judge that scores every canvas every 1.5 s at about $0.00007 per check.
- Tested all 431 shipped words against the model before launch; budget guards and a shared token bucket fail closed so the public demo cannot overspend.

Flaremender Open source, Cloudflare, Playwright, AI agents, MCP

- Built a self-hosted agent that explores a web app in a real browser, writes and repairs Playwright tests, and runs them on a schedule, entirely on the user's own Cloudflare account.
- Generated scripts run sandboxed in Dynamic Workers with only a browser binding; a test is marked ready only after a full replay passes in a fresh browser.

Callbreak Multiplayer Flutter, Firebase, realtime systems

- Built a real-time multiplayer card game from zero to 1,000,000+ downloads with matchmaking, room lifecycle, and rejoin flows.

Browser AI Chat Local AI, React, TypeScript

- Built a private AI chat app that runs entirely in the browser using Gemini Nano, Transformers.js, WebLLM, IndexedDB, and PWA support.

EDUCATION

Pulchowk Engineering College, Tribhuvan University Aug. 2016 – Jan. 2021

Bachelor of Engineering in Electronics and Communications Engineering, Nepal

Publication: Plagiarism Detection in Programming Assignments using Machine Learning. DOI: 10.36548/jaicn.2020.3.005.

SKILLS

Languages/Frontend: TypeScript/JavaScript, Dart, Python, SQL, C/C++, React, Next.js, Astro, Tailwind CSS, Flutter
Backend/AI/Cloud: Node.js, tRPC, PostgreSQL, OpenAI API, LLM integration, AI agents, RAG, MCP, Cloudflare Workers
Tools: Docker, AWS, Vercel, Firebase, Git, CI/CD