

Kamen Dimitrov

Software Engineer kamend@gmail.com · github.com/kamend

About

Senior generalist engineer with 20+ years of shipping end-to-end products across web, backend, real-time systems, and — most recently — AI/LLM-native tooling. Comfortable as sole technical architect and as a fast-moving IC. Recent focus: learning modern AI stacks and experimenting with AI frameworks, SDKs, and agent tooling across personal and production projects. Known for picking up unfamiliar stacks quickly and delivering them to production.

Skills

- **Languages:** Python, C#, TypeScript, JavaScript, SQL, Bash, C++, PHP
- **AI / LLM:** Anthropic SDK, OpenAI SDK, OpenRouter, LangGraph, MCP, tool use, prompt engineering, SSE streaming
- **Backend:** FastAPI, Node.js, REST, WebSockets, Pydantic, Docker
- **Databases:** PostgreSQL, MySQL, MongoDB
- **Frontend:** Next.js, React, TypeScript, Tailwind CSS
- **Infra:** Linux, Git, GitHub Actions, Docker, Azure, AWS
- **Also:** Unity / C#, AR Foundation, UIToolkit, openFrameworks, MQTT

Experience

CTO · Ordinary Object (2025 – 2026)

Founding Engineer · Ordinary Object (2023 – 2025)

Sole technical architect of *Objects*, a cross-platform 3D editor for XR prototyping.

- Built an **MCP server** exposing editor tools; in-editor AI chat via **OpenAI SDK + OpenRouter**
- Migrated backend from Firebase to **Clojure** (adapted from PenPot)
- Designed custom real-time collaboration layer (eventual consistency, last-write-wins)
- Custom C# Redux + Redux-Observable stack; custom ECS for the interaction engine
- MQTT integration for enterprise hardware (BMW)
- Shipped on macOS, Windows, iOS, visionOS, Meta Quest 3

XR Developer · Bakken & Bæk (2022 – 2023)

Remote engineer on IKEA Place, embedded with UX designers.

- Unity + **AR Foundation** prototypes on iOS
- Room scanning, floor-plan generation, furniture placement with wall snapping, AR surface re-skinning

Unity Developer · Odyssey (2020 – 2022)

Web-based 3D collaborative platform (Unity WebGL + React).

- Custom **Unity ↔ React JS bridge** for bidirectional state + WebSocket data
- **Addressables + GitHub Actions** content pipeline across a two-repo split
- **Octree-based** image LOD streaming to stay under WebGL memory limits

- WebSocket multiplayer, Agora for live A/V
- Refactored inherited codebase; became architecture owner of the Unity layer

Independent Developer · Freelance (2019 – 2020)

- Hypercasual game prototyping for a small studio (Unity, 2–3-week turnaround)
- Creative Technical Director at a digital agency — PM on a BMW website + CMS project
- Spark AR commercial filters for a German creative agency

Independent Game Developer (2016 – 2019)

- Shipped two titles featured by Apple; one also featured by Google
- ~500k and ~4M downloads respectively
- Built a reusable Unity framework across 40+ prototypes

Unity Developer · Mobile Games Studio (2014 – 2016)

- Real-time multiplayer arcade game (iOS / Android)
- Owned multiplayer system, level editor, UI layer
- Backend: **Node.js + MongoDB**; **Photon** networking

Freelance — Interactive Installations (2010 – 2014)

- **C++ / openFrameworks** installations and projection mapping for digital agencies
- Computer-vision experiments

Co-founder / CTO · Web Startup (2005 – 2010)

- Web hosting company and multiple web products (WordPress theme portal, hotel booking, image hosting)
- **PHP, MySQL, PostgreSQL** on Linux
- Company acquired in 2010

Selected Project

TickerLens — github.com/kamend/tickerlens Multi-agent financial research app generating reasoned buy / hold / sell perspectives. **Python 3.11, FastAPI, LangGraph, Anthropic SDK, Pydantic, SSE, Next.js, Docker.**