

Kamen Dimitrov

Senior Software Engineer

kamend@gmail.com · github.com/kamend

SUMMARY

15+ years of product engineering experience, now solely focused on building LLM-powered agents, multi-agent systems, and conversational AI.

SKILLS

- **AI / LLM:** Anthropic SDK, OpenAI SDK, LangGraph agents, MCP (Model Context Protocol), RAG (retrieval-augmented generation), LanceDB hybrid search + reranking, LLM evals
- **Languages:** C#, Python, TypeScript / JavaScript, Swift, SQL
- **Backend:** FastAPI, Node.js, REST, WebSockets, PostgreSQL, MySQL, MongoDB, Redis
- **Frontend:** Next.js, React, Tailwind CSS, SwiftUI
- **Cloud & delivery:** Docker, GitHub Actions CI/CD, AWS (ECS, SageMaker), Linux

EXPERIENCE

Founder / Software Engineer · Studio Generative (2026 – present)

AI products shipped solo

- Built Parliament Civic Oversight (github.com/kamend/parliament-civic-oversight, MIT) — RAG Q&A over Bulgarian Parliament transcripts; local hybrid retrieval (bge-m3 + BM25, reranked) grounds every answer in the exact speaker turns it cites. Python, FastAPI, LanceDB, Next.js
- Built TickerLens (github.com/kamend/tickerlens) — LangGraph multi-agent research app with structured output and streamed progress; spec-driven, pytest-gated CI, OIDC deploy to AWS ECS. Python, FastAPI, Anthropic SDK, Next.js
- Shipped Just The Gist (justthegist.app) — native macOS app turning hours of video/audio into timestamped summaries fully on-device (Whisper + local LLM); signed, notarized, auto-updating; my first Swift product

CTO · Ordinary Object (2025 – 2026)

Founding Engineer · Ordinary Object (2023 – 2025)

Sole technical architect of *Objects*, a real-time collaborative 3D editor for XR prototyping — **100k+** lines of C#, shipped on **5** platforms (macOS, Windows, iOS, visionOS, Meta Quest).

- Designed the architecture — C# Redux + reactive-streams state layer, custom ECS interaction engine, real-time collaboration protocol (granular key/value edits, last-write-wins) — so several users could edit one live prototype at once
- Led the enterprise push as CTO — MQTT integration connecting BMW hardware to XR prototypes; BMW signed as a client
- Built an MCP server exposing editor tools plus in-editor AI chat (OpenAI SDK via OpenRouter), owning system-prompt and tool-surface design

Software Developer · Bakken & Bæck (2022 – 2023)

XR engineer on IKEA Place.

- Collaborated with interaction designers to turn Figma concepts into working iOS AR prototypes — room scanning to floor plan, furniture placement with wall snapping

Full Stack Software Developer · Odyssey (2020 – 2022)

Web-based 3D collaborative platform — real-time 3D in the browser + React; became architecture owner of the client layer.

- Refactored an inherited codebase into a maintainable architecture; designed the JS interop bridge so the React team could consume 3D state cleanly
- Built a GitHub Actions CI/CD content pipeline across a two-repo split, removing manual asset builds from every content iteration
- Kept memory under the browser's hard WebGL ceiling by building an octree-based LOD streaming system for images; WebSocket multiplayer

Independent Developer & Freelance (2016 – 2020)

- Shipped two mobile games featured by Apple (one also by Google) — **~4M** and **~500k** downloads — on my own reusable framework across **40+** prototypes
- Delivered commercial AR filters for a German creative agency; managed a BMW website + CMS delivery as technical PM at a digital agency

Full Stack Software Developer · UKI Games (2014 – 2016)

Real-time multiplayer arcade game for iOS / Android.

- Built the Unity / C# client — real-time multiplayer (Photon), the full UI layer, and an integrated level editor
- Designed a scalable Node.js + MongoDB backend for player data that served thousands of players

Co-founder / CTO · Web Startup (2005 – 2014)

Co-founded and ran a web hosting company plus several web products (WordPress theme portal, hotel booking, image hosting) on PHP, MySQL, PostgreSQL; acquired in 2010.