

Profile Full-stack developer, mostly in TypeScript, C# and Python. I joined Camphouse while still in school and grew into leading its AI team. I care a lot about building a product people genuinely enjoy using, and about AI that makes our customers' daily work faster for real.

Experience

Camphouse (formerly Mediatool) · Malmö

AI Engineer & Lead of the AI Team

Aug 2026 – Present

Lead the AI product team. Own the AI roadmap and keep it current, run R&D, and work across teams to make our customers' daily workflows faster with AI.

Tech Lead, AI Innovations

May 2025 – Aug 2026

Focused on R&D and built the core AI architecture for our large existing application from scratch, while driving and coaching the team. Among many other things, we shipped an agent harness with features well ahead of the market at the time, and integrations that let other teams build AI into the parts of the app they own.

Tech Lead

Sep 2024 – May 2025

Led teams on several projects, up to seven people on one, one feature at a time. Worked with stakeholders, delegated work, approved or vetoed UI/UX designs and flows, and owned decisions and functionality end to end, taking full ownership of delivery from the product side.

Full-Stack Developer

Sep 2023 – Sep 2024

Built projects and features end to end, working closely with design teams and stakeholders. Supported customers on technical questions.

Full-Stack Developer, part-time

Oct 2020 – Sep 2023

Joined while still in school. After three or four years of building things at home, I wanted to make something people actually use, and here my work reached many people at scale. I grew fast, both in what I knew and as a person.

Education

LBS Lund · Lund, Sweden

2020 – 2023

Upper secondary, focused on game development, music and video production.

Tunaskolan · Lund, Sweden

2017 – 2020

LLG · Lviv, Ukraine

2009 – 2017

Linguistic school focused on English, German and Polish.

Skills

Languages

TypeScript, C#, Python

AI

Building agent harnesses, LLM and machine learning integration

Engineering

System design, web development, game development

Practices

TDD, Shape Up, Agile, security and penetration testing

Leadership

Team leadership, stakeholder communication, the business side

Spoken

Ukrainian (native), English, Swedish and Russian (fluent)

Outside work

Music

Songwriting and production in Ableton, FL Studio and Logic

Video

Filming and editing in DaVinci Resolve