

Nuwan Panditha · BlackNull

AI Automation & Tooling Engineer

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SUMMARY

I build AI systems and automations that do real work: a feature-complete multi-agent video app, deployed multi-workflow automation platforms, and AI media pipelines. I orchestrate frontier models (Claude, GPT-4o, Gemini), benchmark them against each other, and choose on measured results. Roughly 3 years of applied AI and LLM systems, on top of 20 years across design, VFX, and shipped creative software with a paying user base. Human in the loop by design, not blind automation.

CORE SKILLS

AI and automation: multi-agent systems · LLM orchestration · prompt engineering · n8n automation · RAG and vector memory (Qdrant) · document AI and OCR · model evaluation · human-in-the-loop design

Engineering: Python (FastAPI) · JavaScript and TypeScript (React) · Electron · APIs (REST, OAuth, webhooks) · FFmpeg · Redis · Adobe UXP/CEP/ExtendScript

Generative media: ComfyUI · custom LoRA training · AI video restoration and upscaling

Design and video: Photoshop · Illustrator · After Effects · Premiere · DaVinci Resolve and Fusion · 3ds Max · Blender

Languages: Italian, English, and Spanish, all fluent.

PROFESSIONAL EXPERIENCE

AI Automation & Tooling Engineer · independent, client and self-directed work · 2023 to present

- Design and ship AI systems end to end: a multi-agent video studio, a live content-automation platform, a client document-AI pipeline, and an AI media-restoration pipeline (detailed under Projects).
- Benchmark frontier models against each other before committing, and keep a human approval gate in every system.

BlackNull · Founder and Photoshop plugin author · 2014 to present

- 50,000+ sales on Envato Market; the Realistic Embroidery line passed 30,000 sales combined. Coded plugins (JavaScript, ExtendScript, CEP and modern UXP) with custom UIs, shipped cross-version and cross-platform.
- Adobe collaboration 2018 to 2021: free tools featured and distributed through Adobe Create and Adobe Discover, plus a 2018 Adobe artist spotlight.

3D/VFX Technical Director · own company, Milan · 2006 to 2014

- Built pipeline tools and automations, managed a Debian render farm, supervised on-set VFX for advertising shoots.

PROJECTS

Giga Production Studio · multi-agent video studio · 2026

- Desktop app where AI agents (research, writing, voice, direction, visuals, edit) run a guided pipeline with a human approval gate at every step, exporting a real, editable Premiere project. Model-agnostic LLM gateway (Claude, GPT-4o, Gemini, local); RAG memory that learns the user's taste. Python/FastAPI, React, Electron. Feature-complete v1.0.

Cadence · content-automation platform · 2024, live

- 12+ orchestrated n8n workflows behind a media brand I grew to 15,000 followers and monetized: multi-source ingestion, persona rewriting, Redis-backed idempotency, custom Flux LoRA image style, human review before every publish.

Automated Invoicing · document AI for a client · 2025

- Telegram bot to filed books: OCR, typed-schema extraction, tenant notification. OCR route chosen by a measured four-way benchmark (Mistral OCR, LlamaParse, Tesseract, GPT-4o vision); extraction with GPT-4.1; idempotent, refusal-aware.

The Memory Loop · AI media restoration · 2025, public channel

- Restores, upscales, and colorizes archival film to HD with documented per-clip model shoot-outs. Built and open-sourced the Duplicate Frame Remover (Node/FFmpeg): github.com/BlackNull-Art/duplicate-frame-remover.

Rubric-based LLM evaluation · published evaluation artifact · 2026

- Built and published an LLM evaluation end to end: defined the task set, wrote the grading rubric, ran multi-model comparisons, and documented the results as a reusable evaluation artifact.

RECOGNITION

50,000+ Envato Market sales · Adobe-distributed tools and artist spotlight · 1st place, Envato design contest 2017 · Behance: 29K followers, 606K project views