
MARKO STANKOVIC

AI Engineer · Agentic Coding Workflows · LLM-Integrated Products

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(open to remote / EU)

PROFILE

Software engineer with 3+ years shipping production code, now working AI-first: I build and operate the systems that drive autonomous coding agents, and I measure whether they actually worked. My daily driver is a personal AI operating system built on Claude Code, and I ship the products it builds, from an LLM-integrated developer SaaS to a React Native app.

WORK EXPERIENCE

AI Engineer · Belgrade, Serbia · Sep 2025 - Present

- Full-time on AI engineering: agent systems that write and review code, the evals that check them, and the products built with both
- Extracted and open-sourced two: skill-vibe-test, which scores with an LLM judge whether an agent skill still steers a model after 10 turns, and adpreflight, which pre-flights HTML5 playable ads against ad-network rule packs. Both calibrate their checks against a known-bad input, so a green run is evidence rather than silence

Unity Game Developer, Replai · Belgrade, Serbia (Remote) · Mar 2025 - Sep 2025

- Built and shipped interactive playable-ad experiences in Unity across mobile, optimizing for engagement and runtime performance
- Programmed pipeline automation tooling in C#, cutting internal overhead and improving team iteration speed; owned the production lifecycle from concept and prototyping through delivery

Unity Developer Intern, Inlustris Studio · Belgrade, Serbia · Jun 2024 - Nov 2024

- Built real-time architectural visualization systems in Unity for client deliverables; worked in 3D rendering pipelines and client-facing delivery

PROJECTS

Personal AI Operating System, agentic build-and-ship pipeline on Claude Code · solo · daily driver

- 40+ reusable automation skills plan, implement, refactor, and maintain across my whole operation, orchestrated over multiple agents and models, and integrated with email, calendar, and GitHub over MCP
- Unattended overnight agent shifts pick the next unblocked backlog issue, implement it test-first, and pass an automated review gate before anything is committed; whole feature branches ship this way
- Quality loops around the agents: TDD tracer bullets, a zero-context red-team review of every non-trivial plan, and a verify-before-done rule that nothing counts as done without fresh passing evidence
- Also open-sourced duskpaper, animated wallpapers rendered from the same procedural engines

DeployLog, changelog / release-notes platform for dev teams · solo, full-stack, launching · deploylog.dev

- Built end-to-end: web dashboard + hosted changelog, embeddable widget, and a published npm CLI that generates release notes from git and rewrites them with an LLM
- GitHub Action that auto-publishes from releases; Stripe billing; error tracking and uptime monitoring; 400+ tests. TypeScript / Node · Next.js · Supabase · Anthropic API

Habitagram, habit-tracking app · solo · near launch

- React Native / Expo app backed by Supabase: habits advance a journey across illustrated biomes that shift with the time of day; identity-first, offline-tolerant
- Built largely through the agentic pipeline above: generative engines I wrote render its art deterministically, and the same review-gated TDD loop drove its core-domain refactor

BlenderBridge, open-source editor plugin · solo · MIT, published on GitHub

- Hybrid C++ / Python plugin: one-click asset import with naming enforcement, normal-map handling, and a pre-flight validation pass; thin C++ panel over a Python core, scriptable headless for CI

SKILLS

Agentic AI & LLMs: autonomous coding agents (Claude Code) · multi-agent orchestration · unattended agent pipelines · prompt and context engineering · evals of AI-generated code · LLM-as-judge evals · Anthropic API · MCP

Engineering discipline: test-driven development · adversarial / red-team review · CI · refactoring · pipeline automation · verify-before-done evidence loops

Languages: TypeScript · Python · C# · C++

Full-stack / product: Node.js · Next.js · React Native · Supabase · Stripe

Engines & tooling: Unity (3+ yrs) · Unreal Engine 5 · editor plugins (C++ / Python) · Blender

Workflow & VCS: Git · GitHub · CLI-first, heavily automated

Spoken: English (C1) · Serbian (native)

EDUCATION

BSc, Computer Games & Programming · Univerzitet Metropolitan, Belgrade · 2021 - 2025 · Grade 9