

# Janko Prester

Software Engineer · Frontend, 3D/WebGL, AI-assisted systems

Stockholm, Sweden · [janko.prester@gmail.com](mailto:janko.prester@gmail.com) · [jankoprester.com](http://jankoprester.com) · [github.com/jprester](https://github.com/jprester) · [LinkedIn](https://www.linkedin.com/in/jankoprester)

## SUMMARY

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Software engineer with more than ten years of production experience, primarily in frontend and full-stack web development. Current focus spans three overlapping areas: complex user-facing applications (React/TypeScript), 3D and WebGL interfaces with Three.js, and AI-assisted development workflows. Contributed to EleutherAI in its early years and later worked at Conjecture, an AI alignment research lab. Comfortable operating across the stack, on self-hosted infrastructure, and in creative/experimental territory.

## EXPERIENCE

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**Frontend Lead** · Corsmed May 2023 – Present

*Stockholm, Sweden · MRI simulator platform for medical education and research*

- Lead frontend engineer: own architecture, feature delivery, and integration with the simulator engine across the full user-facing stack.
- Recently led a complete UI overhaul of the platform and rebuilt the MRI slice-planning interface — the most technically demanding surface of the product.
- Build and maintain the 3D visualization layer using Three.js — representing anatomical models alongside MRI-specific tooling such as slice planes, saturation bands, and imaging geometry.
- Stack: React, TypeScript, React Query, Three.js.

**Web Developer** · Conjecture Aug 2022 – May 2023

*Remote (London-based) · AI alignment research lab*

- Built internal tools and product UIs for an early-stage AI alignment research organization.
- Worked on interfaces for interacting with large language models before the current wave of consumer AI products, when production LLM tooling was still a niche concern.
- Stack: React, TypeScript, React Query, Tailwind, Auth0, Figma.

**Software Engineer** · Doktor.se Sep 2019 – Jul 2022

*Stockholm, Sweden · Healthcare platform (then one of Europe's largest telehealth providers)*

- Core contributor to the company's web platform during a period of rapid growth, including the successful launch of the web version of the Doktor.se app.
- Worked across the core product and partner-facing implementations; contributed to shared design-system infrastructure.
- Stack: React, Redux, TypeScript, CSS Modules, Storybook, Node.js, Python.

**Software Developer** · Accedo Sep 2015 – Aug 2019

*Hong Kong and Stockholm · Multi-platform video applications for global media clients*

- Shipped smart-TV and cross-platform streaming applications for clients including HBO, NBA, SiriusXM, iHeart Radio, CNBC, and NRK.
- Worked within a custom in-house JavaScript framework; contributed across platforms (Samsung Tizen, LG webOS, FireTV, web).

**IT Advisor / Developer** · Croatian Employment Service 2011 – 2015

*Zagreb, Croatia*

- Internal application development, web maintenance, and IT support during four years at a national government agency — early career breadth across development, project management, and operations.

## SELECTED PROJECTS

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### **Latent Foundation** — [latent-foundation.vercel.app/](https://latent-foundation.vercel.app/)

An SCP-style anthology of AI-generated anomalies — 30+ illustrated entries with generated cover art, classification metadata, and long-form text. Built as an end-to-end AI content pipeline (generation, curation, image production, publishing) rather than a thin wrapper around a chat model. Next.js.

### **DietCheck** — [diet-check-app-two.vercel.app/](https://diet-check-app-two.vercel.app/)

Multimodal dietary assistant: photograph a meal, menu, or product label and receive a structured nutritional analysis with scored risk factors (fat, carbs, triglyceride impact) and context-aware suggestions. Built with Claude Code, using OpenRouter for model access.

### **SpeedyChat** — [speedychat.netlify.app/](https://speedychat.netlify.app/)

Minimal, fast LLM chat client — an alternative to the increasingly bloated official frontends. Focused on speed, clarity, and keyboard-driven use.

### **Liminal Drift**

Ongoing personal project: an interactive web experience built with React Three Fiber and Rapier physics, procedurally assembling liminal interior spaces. An exploration of atmosphere, spatial streaming, and performance in browser-based 3D.

### **OpenClaw**

Self-hosted personal AI assistant running on a Hetzner VPS — Telegram-integrated, with scheduled morning briefings, local Whisper transcription, and model routing across Claude and OpenRouter. A working exercise in running useful AI tooling outside the major consumer products.

More at [jankoprester.com](https://jankoprester.com) and [github.com/jprester](https://github.com/jprester).

## **SKILLS**

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**Languages & frameworks:** TypeScript, JavaScript (ES6+), React, Node.js, HTML/CSS, Tailwind. Working Python.

**3D & creative technology:** Three.js, React Three Fiber, Rapier physics, Blender, WebGL performance and asset optimization (GLB, texture atlasing).

**AI-assisted development:** Using AI coding tools continuously since 2021 (early Copilot access through GitHub, granted to EleutherAI contributors). Extensive practical experience with Claude Code and related agentic tools; working knowledge of multiple model providers (Anthropic, OpenRouter, local models via Whisper). Comfortable designing prompts and workflows for real engineering work — not demos.

**Infrastructure & tooling:** Linux (Ubuntu VPS), Git, self-hosted services, MCP, shell scripting, basic DevOps.

**Design:** Figma, Photoshop; experienced translating design intent into production interfaces.

## **EDUCATION**

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**M.Sc., Economics (specialization: Business Information Technology)** · University of Zagreb 2003 – 2009

**Mandarin Chinese language program** · Ningbo University, PR China 2012 – 2013

## **OTHER**

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- Early contributor to [EleutherAI](https://github.com/eleutherai) (from 2020). Built the web interface for [6b.eleuther.ai](https://6b.eleuther.ai) — the public demo for GPT-J (2021), at the time the largest openly available GPT-style language model and one of the first places many users encountered an open-source LLM in the browser. Still deployed.
- Previously active as an electronic music DJ and producer (20+ released tracks); organised music events in Zagreb.
- Languages: Croatian/Serbian (native), English (fluent), German (basic), Mandarin Chinese (basic).