

# Nadya Djojosantoso

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## Summary

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Senior software engineer with 5+ years shipping production systems where engineering depth meets user-facing polish. Experience spans real-time AI companions with voice and computer use features, full-stack web applications, and Unity Editor integrations. Track record of owning projects end-to-end, from architecture to performance optimization.

## Technical Skills

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**Languages:** C#, TypeScript, JavaScript, C++, Python, SQL, HTML, CSS, Lua

**Frameworks:** Unity, React, Next.js, Angular, Vue, Node.js, Express, PIXIJS, Spine

**Platforms & Tools:** Firebase, Google Cloud, Azure, MongoDB, Postgres, Redis, SignalR, Git, GitHub Actions

## Experience

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### Kindred Labs

*Remote*

#### Lead Frontend Engineer (Desktop App)

July 2025 – March 2026

- Led the development of a Unity-based desktop app featuring a persistent on-screen interactive AI companion that stays on top of other applications, with 5M+ users on the waitlist.
- Architected the core companion framework in Unity, with an extensible queued action system that eliminated animation conflicts and Spine animation mixing for smooth, lifelike character behavior with seamless interruptions.
- Integrated the Silero VAD model into the Unity Inference Engine to enable real-time voice activity detection, and built the end-to-end AI chat pipeline with SignalR messaging, voice input processing, and ElevenLabs audio output.
- Implemented client-side computer use features, enabling the companion to take screenshots, simulate cursor clicks, and perform keyboard input to complete tasks on the user's computer.
- Built Kindred Studio, an internal desktop tool that empowered animators to independently load Spine files, test actions, and validate mouth animations, accelerating iteration by removing reliance on engineering deployments.
- Established GitHub Actions release pipelines for the framework package, Studio, and desktop app, and integrated Velopack for seamless automatic updates on user launch.

#### Frontend Engineer (Browser Extension)

March 2024 – July 2025

- Served as technical lead for a team of 2 frontend engineers, establishing code review standards and technical documentation practices while driving product growth to 80,000+ Chrome Web Store downloads.
- Built real-time AI conversation features with SignalR, phoneme and viseme-based lip-sync animation, and cross-tab audio persistence, increasing daily active users from 500 to 10,000 (20x growth).
- Created React-based UI components for the extension and Next.js website, including profile, inventory, settings menus, and AI chat interfaces, using Zustand for state management.
- Scaled a PIXIJS and Spine-based animated companion framework, expanding animation states and gameplay mechanics (feeding, patting, accessories, daily quests), and streamlined the CI/CD pipeline with Jira integration.
- Engineered a multi-step onboarding flow with companion animations per step, handling edge cases like mid-flow tab switching, browser closure, and session resumption.
- Drove technical hiring by designing interview processes and evaluating 100+ candidates, successfully recruiting high-impact frontend and QA engineers to support team growth.

### Unity Technologies

*Bellevue, WA, United States*

#### Software Engineer (Unity Version Control)

July 2021 – May 2023

- Shipped seamless integration between Unity Version Control desktop client and Unity Editor using C# and C++, enabling in-editor version control workflows that eliminated context switching for 15,000+ users.
- Optimized editor performance by implementing icon caching to resolve critical rendering bottleneck, reducing editor render time by over 75% and significantly improving developer productivity.
- Developed version control workspace indicators, including file state markers, active branch display, and package update notifications, integrating with the desktop client via IPC for status updates within the editor.
- Owned end-to-end release management as the package's sole engineer for 4+ months, coordinating with QA teams using TestRail and internal CI/CD tools to deliver monthly releases while continuing feature development.
- Onboarded a partner team of 5+ engineers to the project codebase by creating comprehensive Confluence documentation and leading training sessions, enabling them to get up to speed and extend the project.

### **Software Engineer Intern (Team Tools and Services)**

June 2020 – September 2020

- Engineered a 3D marker system in C# with dynamic spatial grid partitioning to highlight objects with merge conflicts directly in Unity scenes, maintaining 60fps performance while rendering 500+ markers across varying zoom levels and camera positions, giving developers immediate visual context for resolving conflicts.
- Designed and implemented UI components with Unity UI Toolkit for a real-time voice chat collaboration prototype in an internal hackathon, enabling live developer-to-developer communication directly within the Unity Editor.

### **Acutulus Enterprises**

*San Francisco, CA, United States*

#### **Full-stack Web Developer**

June 2018 – August 2019

- Delivered 6 full-stack web applications for enterprise clients using Angular, Node.js, MongoDB, and Firebase, building both responsive UIs and RESTful APIs across diverse client requirements.
- Developed internal Angular component library for schema-driven CRUD form and table generation, with automated documentation, sorting, filtering, and pagination, reducing development time by >70% across multiple projects.
- Built a product management dashboard for a sports equipment manufacturer, including a full database layer for product cataloging and inventory management, using Angular frontend and custom Node.js backend framework.
- Created an Ionic-powered tenant-landlord communication mobile platform with real-time chat, maintenance request tracking with photo uploads via Firebase Storage, and live status updates using Firebase Realtime Database and RxJS for reactive state management.

### **Education**

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#### **University of California, Irvine**

Bachelor of Science, Computer Science

*Irvine, CA, United States*

September 2019 – June 2021

#### **Diablo Valley College**

Associate of Science, Computer Science

*Pleasant Hill, CA, United States*

August 2016 – May 2018