



AGENTIC ENGINEER

# Mateusz Bochyński

What I love most is watching a purely abstract idea materialize into something real. I went from sculpting massing models in architecture to forging logic with AI agents. Same rush, different material.

## ABOUT

I thrive on the genesis of a product. I pitch a raw concept to my AI assistant, we forge it into structured knowledge inside my Obsidian Vault, and I watch the idea come to life—whether it's plugins, agent systems, or self-hosted infrastructure. I harness AI not to do the thinking for me, but to push my boundaries, forcing me to learn, adapt, and build more creatively with every project. Every note is a living entity in my knowledge base, serving as a single source of truth for both me and my agent. It's my Second Brain, and it grows alongside me.

## EXPERIENCE

### Software Tester — Designbiotic

2025 – 2026

- Tested the Revit plugin store frontend (Autodesk's 3D building design software) — caught rendering bugs in product galleries and checkout, documented reproduction steps for dev handoff
- Stress-tested plugins under heavy Revit assemblies to find breaking points before release
- Produced tutorial and promo videos for social media channels

### Architect — ROARK Studio

2024 – present

- Produced construction and execution-phase documentation in BIM, coordinating with MEP and structural discipline specialists
- Wrote AutoLISP scripts to automate repetitive drafting workflows across the team
- Introduced AI-assisted design tools to colleagues and ran prompt engineering workshops

### BIM Modeler — TMRW

2022 – 2023

- Modeled large-scale urban environments — parks, plazas, high-rises — that arch-viz artists turned into AAA CGI renders
- Maintained internal model library — naming conventions, topology standards, version control
- Delivered models for projects across Canada, USA, China, and Saudi Arabia

### Junior Architect — Jota Architekci

2019 – 2022

- Designed and documented residential, multi-family, and heritage buildings in Revit — from concepts through execution-phase details
- Produced client-facing visualizations and attended project meetings
- Improved file server organization — folder structures, naming conventions, project templates

## PROJECTS

**Personal AI Agent** — 24/7 agent navigating a 3,800-node Obsidian vault via wikilinks and backlinks. Three communication channels, three-layer memory. · 3,800+ nodes · 3 channels · systemd

**AI Image Studio** — Rhino 8 plugin that captures 3D viewports and generates photorealistic renders via Gemini and fal.ai. React + .NET. · 11,700 LOC · 37 REST endpoints · 5 AI models

**Atlas Hotel Assistant** — AI assistant for 2 hotels in Gdańsk handling 304 procedures. Custom index-first search without vector embeddings. Next.js + Convex + Gemini 3 Flash. · 304 procedures · DigitalOcean prod

**Homelab Infrastructure** — 15-container self-hosted Docker platform on QNAP NAS. Cloudflare Tunnel, GPU offload for ML inference. · 86k photos indexed · 0 open inbound ports

## STACK

### AI / Agents

Anthropic Claude API · OpenAI API · OpenRouter API · Vercel AI SDK · Langfuse · OpenClaw · Hermes

### Architecture & Viz

Revit · Rhino + Grasshopper · 3ds Max · D5 · V-Ray · Twinmotion · ComfyUI · Affinity · Adobe Suite

### Backend & Infra

Postgres · Convex · Docker · Cloudflare Tunnels

## EDUCATION

### MSc Architecture

2022 – 2024

Sopot Academy of Applied Sciences

### BEng Architecture

2018 – 2022

Sopot Academy of Applied Sciences

## LANGUAGES

English · C1 / Advanced

Polish · Native

German · B1 / Mid