Calvin Lucas Dogus

Featured project

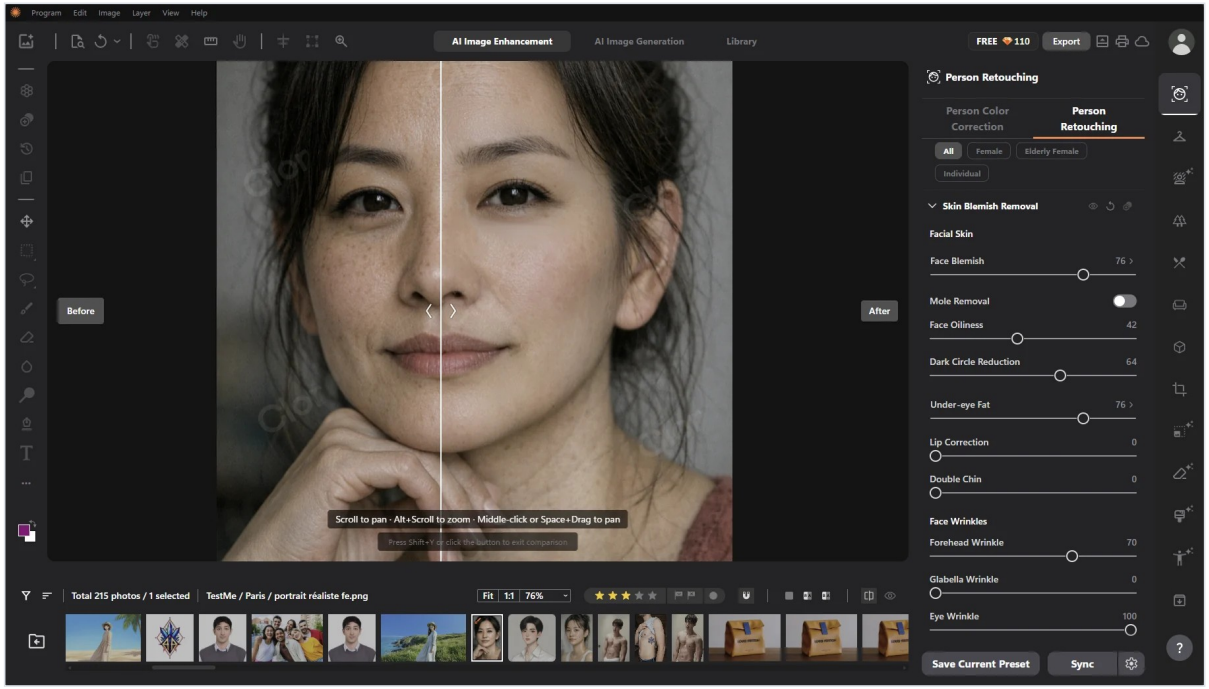
2026.10

Software developer

Web, desktop, mobile Product development

From planning to code, I build interfaces, AI integrations and backend systems, and lead the development team.

Product development, frontend, backend, AI integration



Clor AI, a professional browser-based photo editor

02 **Clor AI**
Photo editing engine, AI and multiple platforms

05 **Caesyon, Kairnet**
Account API and local-first desktop software

07 **Business systems, web and UI/UX**
From data migration to user experience

40+
AI models running in the browser

12
Languages supported by Clor AI

3-4
Developers on the team I lead

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01. Featured project

Clor AI

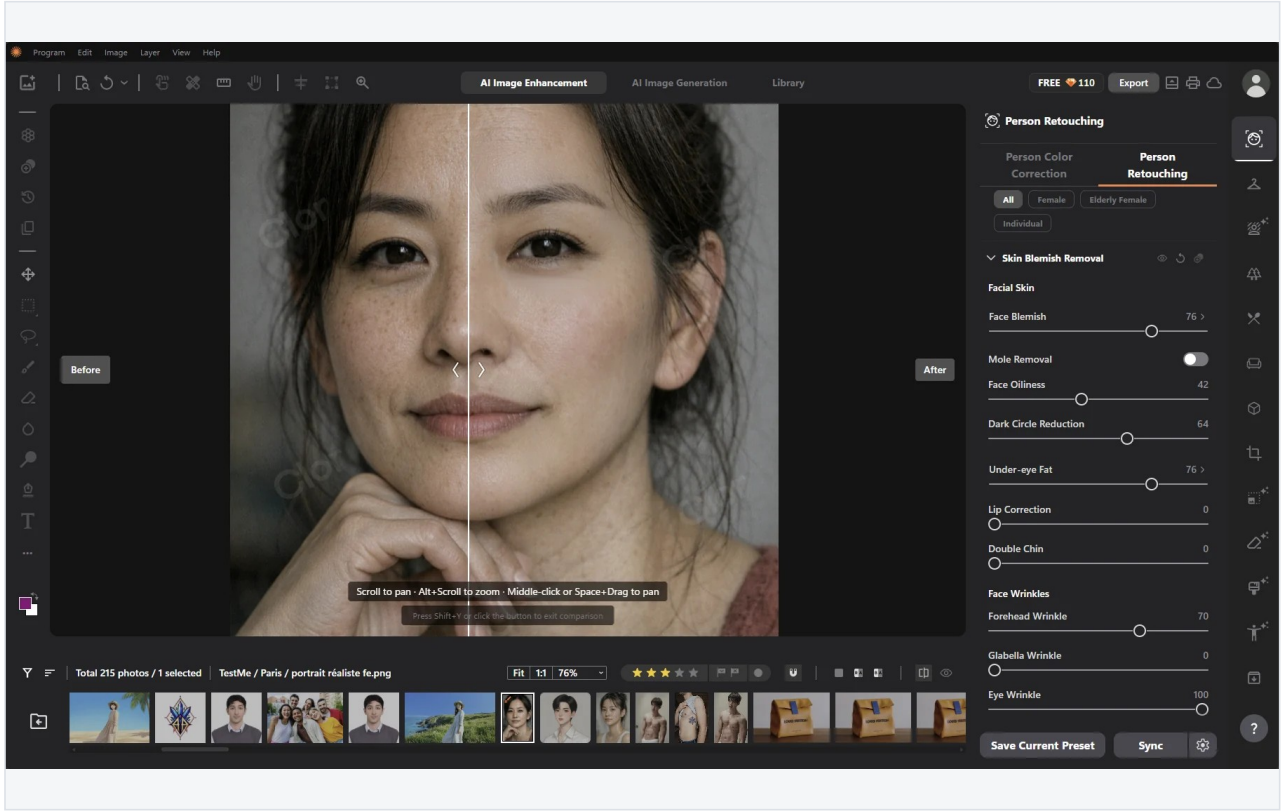
Professional editing tools and AI in one photo editor.

Role	Team lead, planning, architecture and development
Company	Infinique, project for Yellowbox
Team	3-4 developers, 2026 - present

I developed multilayer editing, brushes, masks and liquify tools.

I integrated AI retouching, virtual fitting, pose, camera and logo tools.

One codebase supports web, Windows, macOS and Android.



AI portrait retouching with side-by-side comparison

Try the product, clor.kr

clor.kr

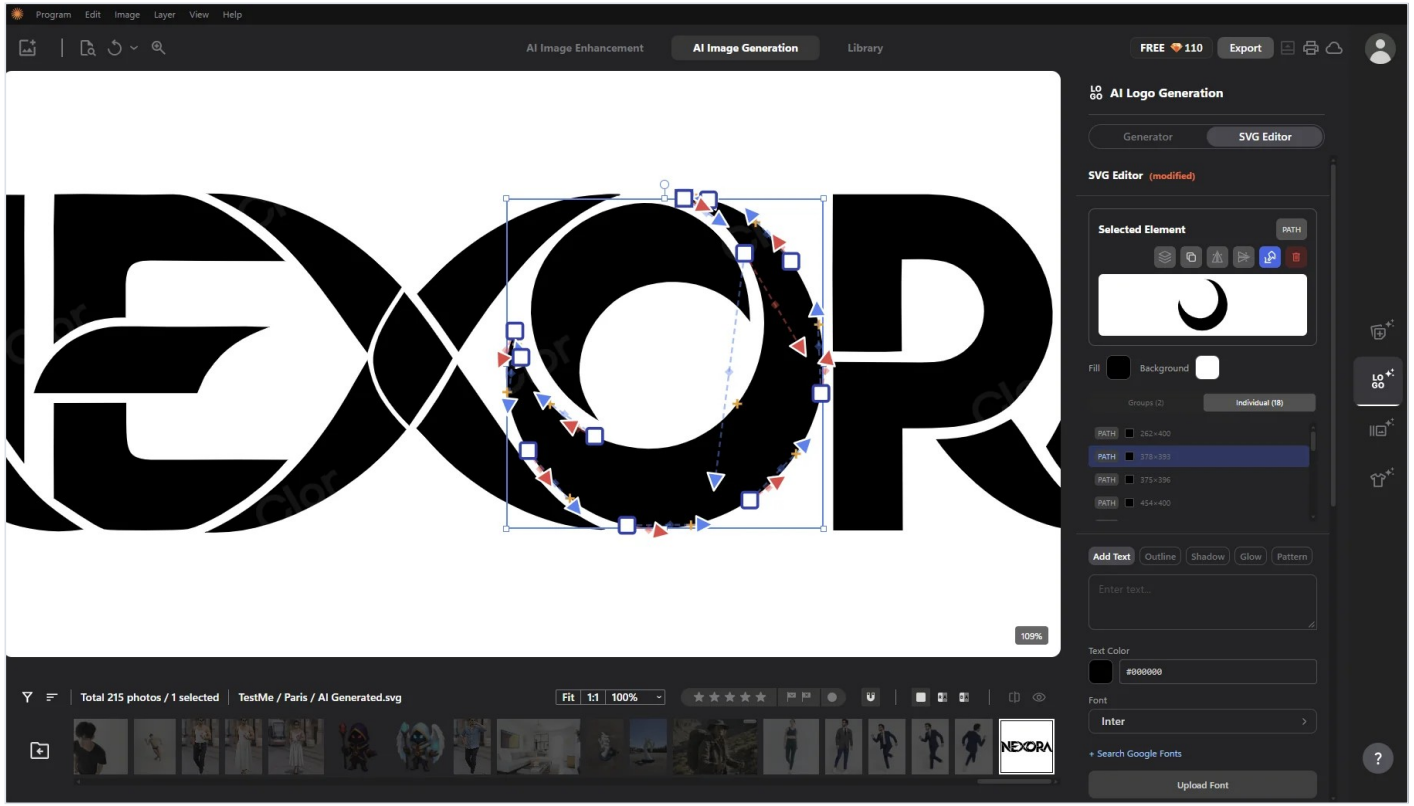
1,600+ personal commits **4,000+ project commits**

Project details

01. Clor AI, editing engine

A WebGL renderer and photo editing tools

I built the rendering foundation for real-time non-destructive editing and large images.



Clor AI, editing SVG paths and nodes

WebGL 2, GLSL

I implemented a custom renderer without a canvas library. Adjustments run through GLSL shaders.

Multilayer editing

I connected the brush engine, masks, liquify and transforms into a professional editing workflow.

8K export and RAW

Tiled rendering exports images beyond GPU texture limits. I built LibRaw as single-threaded WebAssembly.

Editor and technical details

01. Clor AI, AI execution and platforms

On-device AI and server-side jobs

Models run in the appropriate environment, with queued server jobs and the same editor across platforms.

Model execution

On the device

Web Worker
MediaPipe, ONNX, TF.js

On the server

Fastify, SQS, Fargate
External models, R2 storage

One shared editor codebase

Turborepo, React, TypeScript

Web

Browser

Desktop

Electron

Mobile

Capacitor

On-device inference

MediaPipe, ONNX and TF.js models run in Web Workers. Local retouching does not require the photo to leave the device.

Server-side generation

I connected a Fastify API, SQS and Fargate workers, integrating external models from Hugging Face, Replicate and other providers.

Shared codebase and team leadership

The product uses a Turborepo monorepo and platform adapters. As team lead, I owned architecture, code reviews and mentoring.

Project details

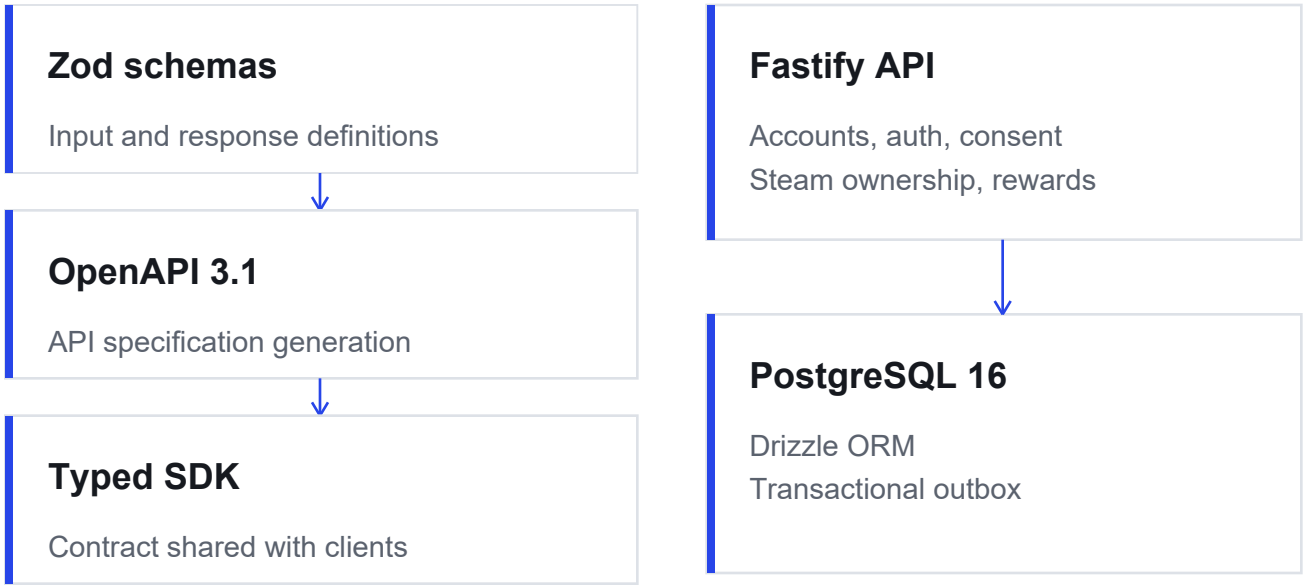
02. Account platform

Caesyon

I designed an account API shared by games and websites.

2026, Caesium Games, solo project, in development

Type contracts



Contract-first API

Strict TypeScript and Zod schemas generate an OpenAPI 3.1 specification and a typed client SDK.

Identity and data flows

The API handles authentication, consent, Steam ownership, game editions, privacy requests and cross-game rewards.

Testing and deployment

I use Vitest and Testcontainers, with multi-architecture Docker images and deployment with automatic rollback.

TypeScript, Fastify, PostgreSQL, Docker

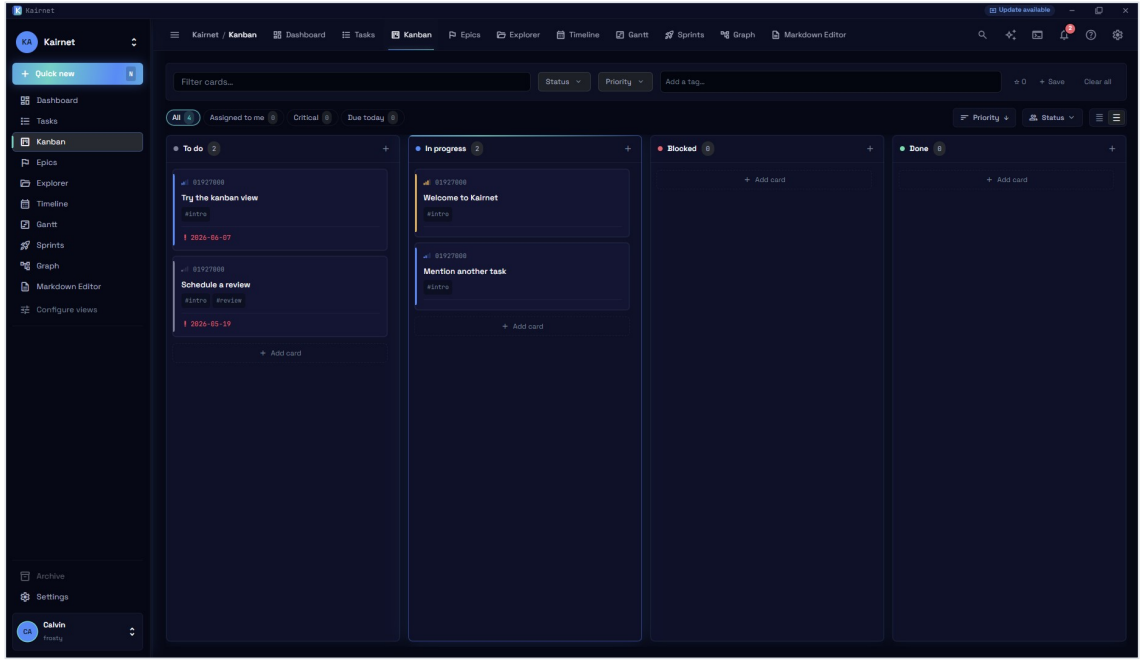
Project details

03. Local-first desktop app

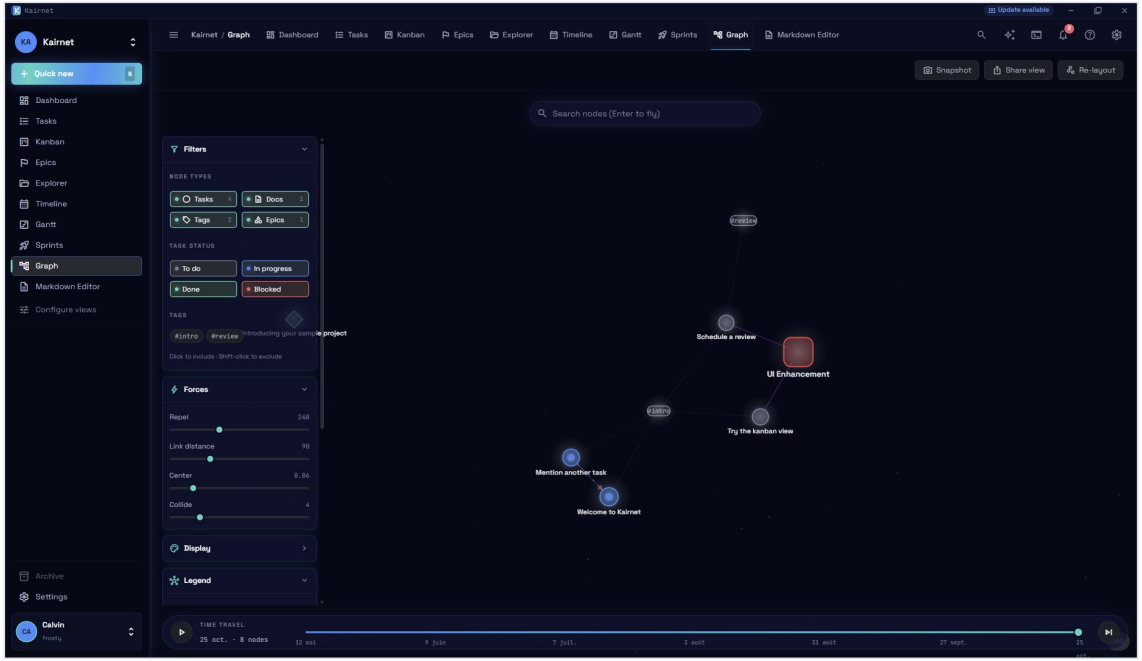
Kairnet

Connect work through kanban and graph views, with data stored in local files.

2025 - 2026, solo project, released on Windows, macOS and Linux, Tauri 2, Rust, Svelte 5



01. Kanban board



02. Graph view

kairnet.app

Files as the source

Markdown, YAML, SQLite FTS5 search

Task management

Lists, kanban, custom fields, templates

Tool integration

CLI, MCP, Korean, English, French

04. Business systems and data migration

MSSQL database and business application migration

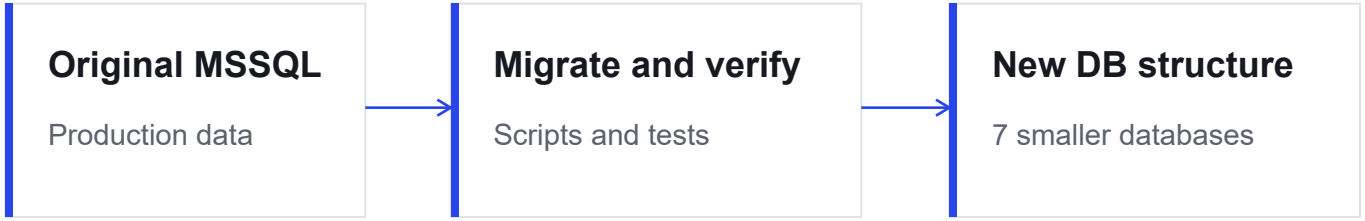
Capgemini, Software Engineer, Apr 2022 - Feb 2023, team of 4

Multi-TB
Original database

7
Smaller databases

About 20
Applications migrated

Migration flow



Conceptual diagram of the work described in my resume.

.NET, ASP.NET, SQL Server, Power BI, WorkflowGen

Schema design and migration

I designed and built a migration system splitting a multi-terabyte MSSQL database into 7 smaller databases.

Updating connected applications

I adapted around 20 applications, including .NET, ASP.NET, Excel, Power BI and WorkflowGen, to the new data structure.

Testing and technical leadership

I built migration scripts and a test environment, checked data consistency and later coordinated development and client communication as Tech Lead.

05. Web services

Web portals and studio websites

I developed community services, player accounts and interactive brand websites.

01

Seongbuk community portal

Infinique, 2026

I developed a portal for community support programs, including counseling, social dining and digital education.

Services for community programs

Counseling, social dining, digital learning

sb1in.or.kr

02

Caesium Games

Design and full-stack, solo project

I combined the studio profile, localized news, brand assets and cross-game player accounts in one website.

React 19, TypeScript, i18next

Caesyon API, authentication and passkeys

Project details

03

Arcanyst.com

Frontend, solo project

I built a WebGL portal presenting the game universe with React Three Fiber and custom GLSL shaders.

3 languages, localized routes and SEO

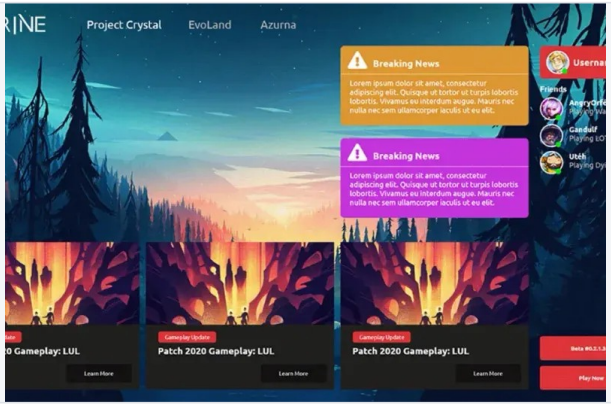
Reduced-motion and non-WebGL fallbacks

Project details

06. UI/UX and product implementation

Evorine launcher and Lost Ark web design

A fully implemented launcher and a personal exploration of website information design.



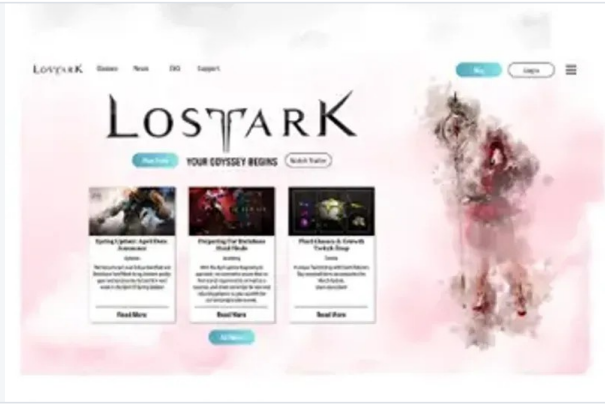
Evorine game launcher

2020, UI/UX and development, solo project

I took the design through to a working launcher, using Vue, Electron and TypeScript with a C# and MySQL backend.

Game library, friends, news, patch notes, Launch, update and repair flows

Project and design



Lost Ark website redesign

2023, personal UI/UX concept

A personal concept reworking the key art, news and class-page structure, created in Figma and Photoshop.

Landing and class-page design, Uses the game's typography and colors

Project and design

07. Experience and contact

Experience, education and contact

Jan 2026 - present

Infinique

Software team lead, Clor AI, web and AI integration

2023.06 - 2025.09

Circus Company

Unity and web developer, networking and installations

2022.04 - 2023.02

Capgemini

Software engineer, data migration and business systems

Education

Université Toulouse III / ENAC
Master's in Computer Science and HCI, 2021
Bachelor's in Computer Science, 2019

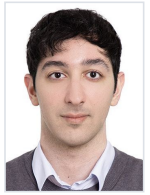
Core skills

React, TypeScript, WebGL, AI integration
Node.js, Fastify, .NET, SQL
Electron, Capacitor, AWS, Docker

Languages and training

French, Turkish, English: native
Korean: beginner
NVIDIA DLI: RAG Agents, LLM app development
Completed September 2026

Contact



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+82 10 4480 9610

GitHub, NoFrosty