



# SANJIN ŠARIĆ

## STAFF SOFTWARE ENGINEER



### CAREER SUMMARY

Product engineer with over a decade across frontend and backend, and most recently production agentic AI systems. I own product areas end to end, from architecture through shipping, and work across teams on the tooling, standards, and technical direction a codebase is built on.

I started in telecommunications, moved into web development as a backend developer and grew into frontend across the JS ecosystem, WebGL, Ruby on Rails, and .NET. Today I work as a product engineer: I ship features that actually help users, push back when a request doesn't add up, and set the direction — monorepo, CI/CD, testing standards — that teams build within. New product areas start as a quick POC in front of stakeholders; AI agents and the workflows around them are part of that toolkit.

*"Jack of all trades, master of none, but better than master of one"*

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## WORK EXPERIENCE

Present  
Jun 2025



### Prezi Senior Software Engineer (cross-team)

[Technologies: React, Next.js, TypeScript, TipTap / ProseMirror, Yjs, AWS, Playwright, Mastra, Claude Code](#)

- Re-architected Prezi's AI slide generation from flow-based layout to absolute positioning after two failed prompt reworks, pushing the invasive rewrite through a hard build-and-test cycle; cut overflow defects from ~20% to ~5% of generated slides, improved run-to-run consistency, and unlocked output formats beyond slides.
- Delivering the production-grade slide editor that replaces the original prototype: TipTap/ProseMirror on top of Yjs, with collaborative state syncing reliably across ~30 backend pods and a focus on data integrity under concurrent edits.
- Own the conversational AI agent Prezi customers use to generate and edit presentations through chat, from architecture to production: an orchestrator routing to specialist tools for branding, translation, redesign, and content editing.
- Led a Prettier rollout across a decade-old, multi-team codebase (~145k lines changed across 3 teams over 3 weeks) with a phased plan that avoided merge conflicts with in-flight work; adopted as the company standard.
- Built an internal admin tool that surfaces real user generations, cutting bad-generation triage from minutes to seconds.
- Partner with the VP of Design to ship static marketing pages via LLM-driven development: review their code, set up A/B tests and feature flags, and provide the guardrails that let a non-engineer ship to production safely.

Jun 2025  
Jun 2023



### Journee Technologies GmbH Senior Software Engineer (frontend lead)

[Technologies: React, Nest.js, TypeScript, AWS, Tailwind CSS, Playwright, Jest, Cucumber, Prisma](#)

- Migrated the video-conferencing system from the sunsetted Dolby API to the Vonage SDK for sessions of 5 to ~20 participants, then refactored it onto a state machine that reduced connection-drop bugs and made errors traceable.
- Led the frontend: made the core architecture decisions and owned application performance, keeping the app fast as features and team grew; introduced developer tooling that improved DX and shipping velocity.
- Built the team's testing culture: introduced Playwright E2E testing, wrote a large share of the unit test suite, and made tests part of the review bar.
- Led the modernization of the company's public website with a redesign in PHP and Tailwind CSS.

