

Nuwan Panditha · BlackNull

AI Automation Engineer for Creative Production · Multi-Agent Systems · 20 Years from VFX to AI Agents

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Adobe contract author · 52,000+ product sales on Envato · Co-founded a Milan VFX studio · Published LLM evaluation

PROFESSIONAL SUMMARY

Twenty years building the automation that creative production runs on: VFX pipelines and a render farm at a studio I co-founded in Milan, then Photoshop tools bought 52,000 times by working designers, and since 2023 AI agents. I know what good visual output looks like, how to make a machine produce it, and how to measure whether it did.

EXPERIENCE

BlackNull · Founder · Spain · 2013 to present

- **52,000+ sales on Envato Market.** Designed, built and shipped every product solo: Photoshop plugins in JavaScript, ExtendScript, CEP and modern UXP, with custom UIs, supported cross-version and cross-platform.
- **Realistic Embroidery Plugin has been GraphicRiver's number one weekly best seller in almost every week since 2021.** The Realistic Embroidery line has passed **30,000 sales** combined.
- Since 2023, applied the same production-first approach to AI: multi-agent systems, workflow automation, model evaluation and generative media pipelines.

Adobe · Contract Product Author · 2018 to 2021

- Contracted by Adobe to create Photoshop tools distributed through Adobe Create and Adobe Discover: Modern Artist, Scribble Artist, Watercolor Artist, Painterly and Toon Artist.
- Researched and designed a complete replacement for the action preset set that ships pre-installed with Photoshop, organised around real production phases. Delivered as research and an implementation plan.
- Interviewed for the Adobe Artist Spotlight by the Adobe Stock team, London, 2018.

Freepik Company · Graphic Designer · 2014 to 2015 · design projects in Illustrator and Photoshop for freepik.com

Smokybungalow · Co-founder and VFX Technical Director · Milan · 2007 to 2013

- Co-founded the studio and led its technical direction. Eight permanent staff, scaling to around twenty with established freelancers depending on project scope.
- Held four technical roles concurrently: VFX Technical Director, on-set VFX supervisor, compositor and post-production supervisor, and pipeline developer.
- On-set VFX supervision on agency advertising campaigns for brands including Martini and Camel. Worked directly with directors, directors of photography and lighting crews to plan shots that would survive VFX and post.
- Built the production pipeline the team worked in, including internal tools that removed hours of repetitive work, and ran the Debian render farm, software and hardware.

3D Generalist · Valpas Animation Studio, then MW Powerlab / Broadway · Milan · 2005 to 2006

Real-time environments and PlayStation titles. Hired while still studying at IED.

SELECTED PROJECTS

Giga Production Studio · automated video production · 2026 · www.blacknull.art/work/giga

- Turns a single idea into a finished, edited video. A team of AI agents (research, script, voice, direction, visuals, edit) runs the whole pipeline with a human approval gate at every step, because unattended generation produces slop, and delivers either the finished video or an editable Premiere project. Feature-complete at v1.0.
- A LiteLLM gateway puts one interface in front of Claude, GPT-4o and Gemini. Every step can be edited by hand, and the system keeps the difference between its output and the user's edit as a lesson it re-applies. An Electron launcher installs the whole stack in one click and self-updates from GitHub. Python, FastAPI, React.

Rubric-based LLM evaluation · published artifact · 2026 · www.blacknull.art/evaluation

- Designed and published a reproducible evaluation of my own three-model writers' room, **with the hypothesis pre-registered before the run and refuted by it**. 22 of 27 sections failed the paraphrase criterion.
- Method published in full: a five-criterion rubric, the judge prompt verbatim, adversarial fixtures and deterministic measurement code. Applying it to real data also exposed five defects in the rubric itself and three in the brief.

The Memory Loop · automated film restoration · 2025 · www.blacknull.art/work/memory-loop

- Restores, upscales and colorizes damaged archival film to HD as one automated pipeline. Results published at [@thememoryloop](https://twitter.com/thememoryloop).
- Per-clip shoot-outs across upscalers (Topaz, BasicVSR++, RealESRGAN) and colorizers (DeOldify, ColorMNet) decide each clip's treatment. Built and open-sourced a codec-aware duplicate-frame remover in Node and FFmpeg.

Automated Invoicing · document AI for a client · 2025 · www.blacknull.art/work/invoicing

- Photograph a bill and send it to a Telegram bot: it reads the document, files the figures into the client's books, and notifies the right tenant by email and WhatsApp. Running unattended since delivery.
- OCR and typed-schema extraction with GPT-4.1, so a malformed extraction fails loudly rather than silently. Each invoice number is registered before filing, so the same bill is never entered twice. Chose the extraction route by testing four against the client's real documents (Mistral OCR, LlamaParse, Tesseract, GPT-4o vision).

Cadence · social media automation · 2024, live and monetized · www.blacknull.art/work/cadence

- Runs a social media account end to end: reads its sources, filters for the ideas worth posting, writes each post in a fixed persona, generates the image, and publishes after a human check.
- 12+ orchestrated n8n workflows with deduplication and state handling so nothing is processed twice, and a custom-trained Flux LoRA for a consistent signature image style. Built and grew the brand to **15,000 followers**.

SKILLS

AI and automation: multi-agent and agentic systems · prompt engineering · LLM orchestration across providers (Claude, GPT, Gemini) · workflow automation (n8n) · document AI and OCR · API integration

Evaluation: rubric and criteria design · pre-registration · deterministic criterion measurement · inter-rater agreement (Cohen's kappa) · model benchmarking and selection

Engineering: JavaScript · Adobe UXP, CEP and ExtendScript · FFmpeg

Generative media: ComfyUI · Flux · custom LoRA training and fine-tuning · AI video restoration, upscaling and colorization

Visual craft: 3D and VFX (3ds Max, Blender) · compositing · lighting · texture and shader work · simulation · on-set VFX supervision · motion graphics · graphic design · DaVinci Resolve and Fusion · Photoshop, Illustrator, After Effects, Premiere

PUBLICATIONS, AWARDS AND RECOGNITION

- **Transform Photos into Watercolors with a Free Photoshop Action**, official Adobe tutorial · adobe.com/learn
- **Artist Spotlight: Nuwan Panditha**, Adobe editorial feature, 2018 · blog.adobe.com
- **Evaluating a multi-agent script pipeline**, 2026 · www.blacknull.art/evaluation
- **Duplicate Frame Remover**, open-source tool, MIT · github.com/BlackNull-Art/duplicate-frame-remover
- **Elite Author, Featured Author and Top 20 Author of the Month** (achieved repeatedly), Envato Market.
- **First place, Envato Elements Contest**, 2017.
- **Featured in Motion Graphics and Featured in Typography**, Behance. **29,000 followers** and 606,000 project views.

EDUCATION

- **Virtual Design**, three-year programme, final grade 100/100 · Istituto Europeo di Design (IED), Milan · 2003 to 2006
- **Flight engineering** · J.C. Maxwell technical institute, Milan · 1997 to 2002