Mike Antonic

Engineering & Product Leader · Graphics, Creative Software, Canvas Technologies
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PROFILE

I'm an engineering and product leader with 15+ years of experience building graphics, creative and productivity software that is now serving over a hundred million people.

I love working at the intersection of engineering, product & design, creating new products with small, talented teams.

I co-founded PixelCut and led development of PaintCode and Drama. Our team and technology was acquired by InVision in 2020. At InVision, I drove the development of core canvas technology which was later acquired by Miro and now powers advanced features in the world's most popular whiteboard app. At Goodnotes, I built, grew and directed Canvas into a four-team cross-functional product group, shipping new features such as whiteboards and developing foundational new technologies for iPad's most popular note-taking app.

EXPERIENCE

Engineering & Product Lead · Director-level scope, official title "*Team Lead*" · **Goodnotes** **2024–2026**

Built and led Canvas – a group of four teams spanning engineering, product, design and data analytics – which owned the entire document editing experience of the world's most popular iPad note-taking app, reporting directly to the CEO.

- Tripled the headcount of the group over 2 years
- Hired roughly a quarter of the group and recruited the rest internally
- Responsible for Canvas group strategy, execution, and delivery
- Shipped several major new features and document editing improvements, including whiteboards, diagramming, commenting, shapes, new rich text editing system, new rendering system, new shape recognition system and complete revamp of editing UX of structured canvas content

Tech Lead for Graphics · **Goodnotes** **2023–2024**

Designed the entire architecture for a completely new document rendering system in Swift, set up a new rendering team from scratch, led the team and mentored it from start until the successful finish of the project.

- Introduced GPU acceleration using Metal and WebGL into the app for the first time
- Improved visual quality and rendering performance on iOS, Android and web

Principal Software Engineer · InVision **2020–2022**

Led development of two key projects, Engine and WidgetSDK, from start to their first production deployment. Miro eventually acquired this work together with my former team; it now powers advanced features of the world's most popular whiteboard app.

- Ported Engine (originally from my PixelCut Drama project, developed as an engine for a next-generation design tool) from Objective-C to C++, running in WebAssembly, utilizing Emscripten and WebGL, making the system 30x faster in the process
- Built WidgetSDK on top of Engine and enabled easy development of interactive, animated objects with React-like API, living inside whiteboard documents
- Collaborated closely with InVision's senior and executive leadership team on product vision

Co-Founder, Head of Engineering & Product · PixelCut **2012–2020**

Co-founded PixelCut and led engineering and product day-to-day while we built PaintCode and Drama, two innovative Mac design tools. PaintCode became one of the most popular developer tools on Mac, and Drama was eventually acquired by InVision, together with our entire development team.

- Created PaintCode, a vector drawing app that instantly turns your drawings into code – wrote most of the code for the first version in three months and launched it in March 2012
- Among our customers were companies like Apple, Disney, Google, LEGO, Dropbox and The New York Times
- Led development of Drama, a powerful tool combining design, prototyping and animation in a single, easy-to-use application – its innovative features and level of polish are what led InVision to acquire it along with our entire PixelCut team

SKILLS

High-level – Software Architecture, Engineering Management, Product Management, UX design, UI design, Software Product Design, Rendering, Computer Graphics, Team Building

Core tech – Swift, TypeScript, C++, Objective-C, HTML, CSS, Metal, WebGL/OpenGL, Cocoa, UIKit, AppKit, WebAssembly, Emscripten, React

Tools – Figma, Sketch, SketchUp, Claude Code, Codex

Languages – English, Slovak (native)

EDUCATION

Master's Degree – Computer Science & Artificial Intelligence · Comenius University **2009–2011**
Bachelor's Degree – Computer Science · Comenius University **2006–2009**